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The Fantasy Gamer's Magazine

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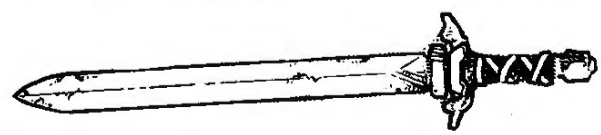


CRIES FROM THE ATTIC

Editorial of a Madman

And the Adventure Continues....

Welcome back. Pull up your chair and dust off your boots. Good to have you back. Don't mind the sawdust and tools. We're just doing a little remodeling again. We finally yielded to the pressure and switched to a full-size format. You might have thought that such a change would cause our usual quota of pages (64) to drop. Nope! In fact, we've expanded the number of pages to 72!! (That's including the four page map insert.) We even splashed a little color around and wrapped the whole thing in a gloss cover.

These changes were a direct result of demands and comments expressed in your letters (a good reason to keep sending those letters in).

I suppose I should offer an explanation here. Last issue we ran a full-page ad proclaiming that this issue would be devoted to the Anti-Role Playing issue. Well, we changed our minds! You'll find one feature article dealing with the subject within these pages. After reading, Pierre Savoie's straight-forward article, **The Whole Loon Catalogue**, it became apparent that he had done a superb job of researching the various rumors and putting them to rest. I just didn't feel, that I could add anything to his extensive article. In addition there is a non-profit organization, (which incidentally, Pierre belongs to) called the Committee for the Advancement of Role-Playing Games (CAR-PGa) which is devoted to game advocacy. If you want to find out more about the issues, or if you would like to help the cause, you'll find more information in Pierre's article.

You've probably noticed that this issue is infested with flies. There's an old Grevan proverb that goes, "Gad'reem vars Ruan'lay, vars Mindre." which loosely translates to *"Where the fly lingers, there Death lingers also."* This might explain the flies. Ever since John Zinser submitted his draft for THE DEAD GUILD we've been having problems with flies around here. Just keep your mouth closed while you continue reading and you'll be all right.

Speaking of John Zinser, I'm pleased to announce that John has officially joined the staff of the Alderac Group. Like the rest of us, he'll be wearing several hats. His primary responsibility will be Advertising and Sales. If you purchased SHADIS at your local Game store, then you can thank John. John is an award-winning Tournament Game Master and will be presenting role-playing adventures both here in SHADIS and as part of our new line of role-playing aids and supplements.

Players of the Alderac PBM game will find updates and news in ***FROM THE BACKROOM OF THE PARCHED FROG.*** The Parched Frog has proven to be a popular haunt for players and will serve as the Headquarters for the Campaign.

I've been amazed at the wide range of activities that various players have embarked upon. Among other things we currently have;

- A Player-Character investigating a recent murder in Soult Tet.
- A Player-Character infiltrating the ranks of another group of players as a spy.
- A Player-Character searching for lair of the great dragon, Slamar'tey. (Obviously, this character has suicidal tendencies!)
- A Player-Character leading a military expedition into the Desert of Flamaar (against orders).
- A group of players running their own tavern and even sponsoring their own contests!
- A group of players seeking to join up with Scav Sagenthor.
- A group of players who have hijacked a ship and are currently drifting on the open Aludian. (Seems they're lost. Pity.)

I want to point out something which concerns me. A British Gaming Magazine recently reviewed SHADIS and commented "...SHADIS is a slick, professional Play-By-Mail magazine." WRONG! The Alderac Play-By-Mail game is only one of many features associated with SHADIS. If you make a quick check you will find that a total of 5 pages out of 72 were devoted to the Play-By-Mail game this issue. I just wanted to point that out. I hate to have SHADIS passed off as a PBM Magazine when we offer such a wide range of material. This issue alone should prove that point.

Once again, if you have an idea or suggestion for us, please write and let us know what it is.

Good Reading

Jolly R. Blackburn

How come you never see Jolly and Gwyter in the same room at the same time?

Our Readers Talk Back

Due to space considerations some letters have been edited. While praise and 'atta' boy' letters are greatly appreciated, letters containing constructive criticisms, complaints and/or suggestions are more likely to see print in The Letter Page. Keep the Letters Coming!

Dear Shadis,

Good to see you guys are back in action...and my Lord, is it back with a vengeance! Your new PBM game is a brilliant addition to your already strong magazine.

Ian Shires
Strongsville, Ohio

Dear Shadis,

I was extremely impressed with issue #6. I have enjoyed every issue of Shadis so far, but #6 really showcased your group's talents.

I thought that the comic, Joe Genero was hilarious. Good Job!

However, I was majorlyvery disappointed that my favorite SHADIS feature was missing. Where was my dose of Knights of the Dinner Table?? It's the first thing I turn to when my copy of SHADIS arrives. Just put it back! 'Nuff said.

Carl Dent
Phoenix, AZ

• We received quite a few letters like yours.

First of all, Joe Genero is back again in this issue, but alas, it's probably his last appearance. We've lost contact with the artist of this series and are desperately trying to find him. If you happen to know his where-abouts, have him give us a call.

Finally, Knights of the Dinner Table is in limbo. My responsibilities with SHADIS and our new line of products has forced me to give up creating a comic-strip every issue. If anyone would like the job of taking over the strip let me know. I would love to see it come to life under more-skilled hands.

Editor

Dear SHADIS

My friend subscribes to SHADIS as well as myself. At a recent gaming session we both happened to show up with our copies of SHADIS#6.I was a little surprised to find that my friend's copy had a yellow cover while mine was blue. Besides being a avid reader of SHADIS, I'm also a collector. Could you elaborate on the 'colors' so I can determine how it may affect my collection?

Tom Hall
Elgin, SC

• When producing SHADIS #6 18 copies were inadvertently printed with yellow stock. After seeing the yellow covers, I preferred them over the blue, but alas it was too late to switch over. Rather than toss the yellow covers we randomly distributed them to our subscribers.

Editor

Dear SHADIS,

The play-by-mail game is tremendous! I realize that this thing is just getting launched and that the game will progress and become more involved as we continue. I'm having a blast! You guys are nuts if you continue to offer this thing FREE! You should charge a buck or two per turn. The money could be used to enhance the game and thus player enjoyment. Avid play-by-mailers and used to paying three to five bucks a turn so I doubt you'll hear any complaints from us.

At any rate, you are doing a fine job and I wish SHADIS the best of luck.

Erick Kensley
Tampa, FL

Dear SHADIS,

The Play-By-Mail campaign is awesome! You're doing a tremendous job for your first crack at a PBM system. I'm really intrigued by the little nasties that keep assaulting me when I travel the wilderness areas. Dark Gougers, Saw-Backed Lungers, Sturm-Wolves, and something called a Vars-Bat that kicked the crap out of me. How about running some stats in SHADIS on the creatures so I can use them in my AD&D campaign as well.

Anyway, Issue no.#6 was a superb issue. Keep up the good work.

Jeff Brooks
Miami, FL

• If you take a look at the module in this issue, (The Dead Guild) you will find stats on the Sturm-Wolf and Dark Gouger. In issue no.#3 I ran a detailed article on the Dralch and Sturm-Wolf, so you may want to consult that issue.

By-the-way, the Vars Bats is a pretty pathetic little creature, I wouldn't go around admitting that one kicked your butt. (Have some pride!)

Editor

Dear SHADIS,

I was impressed by Matrix Games (by Chris Engle) and Hook, Line and Sinker. My own gaming system has something of the matrix without the mechanics, but Mythworld has more emphasis on trades and trade skills than most games. It has a probability chart for finding someone to make goods or teach skills in various settings, so the matrix is unnecessary there. We use *something like the matrix* for awarding treasure: a mana-storage crystal goes to the PC with the least storage capacity, a spell matrix to a PC who at least has that spell (or secondarily will pay to learn it at the next opportunity), etc.

Still, both Matrix and the Hook, Line and Sinker articles open things up for more by-play. Since that gets gaming that much farther from hack'n'slash, it is all to the good.

Paul Cardwell, Jr.
Bonham Texas

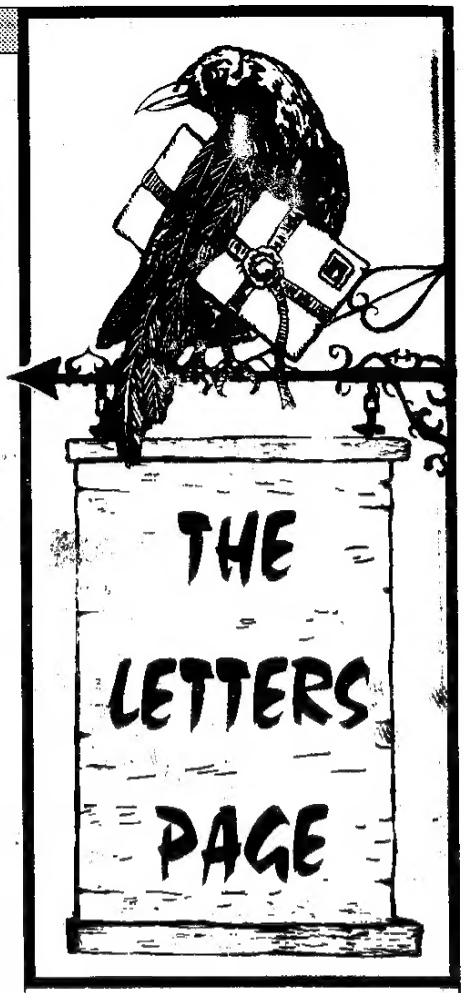
• I've never met or conversed with the artist/writer of Joe Genero. His work was passed along to me through a third party who I've since lost touch with (I'm desperately trying to find this person by-the-way!) As a result I can't confirm how he came up with his figures. I would like to see Joe Genero expand to include more games like Palladium Book's RPGs and others (Including Mythworld).

From time to time something happens around here that causes me to pause and wonder where I went right. The Hook, Line and Sinker concept has been lying in my files for the better part of four years. I needed some 'filler' material at the last moment when laying out #6 and I 'rediscovered' my HLS notes and polished them up.

It apparently struck a nerve. We've recieved more positive feedback on the HLS scenarios than anything that has ever appeared in SHADIS. I should think that HLS will be a regular feature from here on.

I believe one of the reasons they are so popular is that they are truly 'generic'. There are no game stats and nothing listed that indicates a particular game system. They also allow the GM to keep his creative hat on and use the scenario as a foundation rather than a substitute for his own ideas and designs

Editor



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THE WHOLE LOON CATALOGUE

(A thought provoking look at the anti-RPG Movement)

By Pierre Savoie

Editor's Note: Mr. Savoie is a chairman of CAR-PGa, (The Committee for the Advancement of Role-Playing Games). Mr. Savoie and CAR-PGa have been fighting the anti-roleplaying movement nearly single handed for several years. The Whole Loon Catalogue represents Mr. Savoie's on-going research into anti-role-playing groups. It is presented here along with Mr. Savoie's updates as it was submitted. In the past there has been much debating and bickering over the use of the term 'loon' to describe opponents of role-playing. In a recent issue of the CAR-PGa Newsletter, Mr. Savoie responded to this complaint with "...I never intended to use the term "loon" for everyone who has heard anti-D&D stuff. I only use it for groups actively spreading lies...I encourage a public, even flamboyant, attitude about our gaming so lies can't be told in our absence....I am committed to publicly talking to anyone." For the record, CAR-PGa has officially dumped the use of the word 'loon' in their literature.
Please note that Mr. Savoie's opinions are not necessarily those of SHADIS Magazine or The Alderac Group.

You have certainly heard about controversies over the Dungeons & Dragons role-playing game® and about how this game is supposed to be "linked" to suicides, Satanism, or the occult. Since game-playing is done in private most of the time, these rumors are often believed until game players step out and point to the reality of the hobby, and even this is often not enough to stop uninformed or irresponsible journalism.

Defenses of D&D® are sometimes hampered by the fact that gamers are bewildered by all the suicide stories and other claims leveled against the hobby. From their viewpoint, these stories are so unusual and outside their experience that gamers often concede that they may be true. This sort of defensive posture, without verification of claims, lends credibility to our opponents.

Amidst all the hubbub, very few gamers have actually checked out the groups which make strange claims about D&D. I did so, and what you are about to read is almost unavailable anywhere else, since it lists the major anti-D&D groups and their publications. In addition, amazing things start to appear once you collect all these writings in one place, and start to trace the history of protest against D&D.

I have been playing role-playing games since 1982 and like some gamers do, I had no trouble finding and joining university or city game clubs devoted to Dungeons and Dragons and the many subsequent role-playing games. To us, rumors of "suicides and Satanism" associated with Dungeons & Dragons in particular, were only that: rumors, which the long-time members of local game clubs took great delight in discussing and debunking. The first such Unexplained, Frightening Occurrence (UFO) story I heard, during a break at a game table, was that of the original "D&D disappearance" of James Dallas Egbert (Which has since been properly clarified in the biography ***The Dungeon Master*** by detective William Dear, some five years after the events described).

A local fanzine ran some commentary on the whole topic, in an article entitled "Flight of the Loons" which discussed Anti-D&D advocates who appeared on various religious television shows, including those of Pat Robertson of ***The 700 Club***, Jerry Falwell, and as it later turned out, even Jim Bakker. As a result, here the term "loon" or "loony" has been adopted to describe opponents of D&D who actively mislead others by spreading lies and distorting facts.

These "loon" inspired organizations still exist, although the organizations have since "lost the spotlight" of media attention after the Dungeons & Dragons controversy. Unfortunately, role-playing games also have lost the spotlight. So the only international media attention for the hobby has been negative. Some news sources even imply that the hobby is now defunct among teens! Nevertheless, I discovered that anti-D&D publications exist, and for the informed public (us), they are incredibly humorous.

This got me going on a lengthy personal research effort in which anti-D&D tracts led to others. I have compiled addresses of such organizations, along with reviews (and prices at the time), in order of discovery by me. The general pattern seems to be that they are in the southern U.S., are religious in nature, quote each other in circles, and have D&D material as only one of their many

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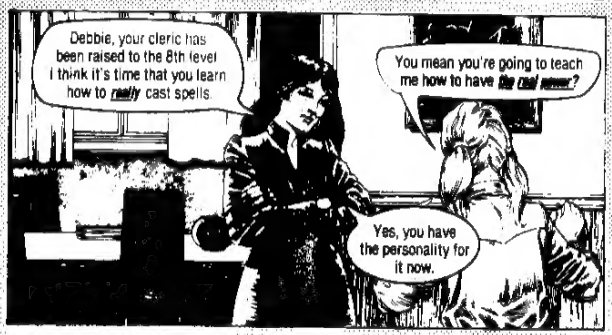
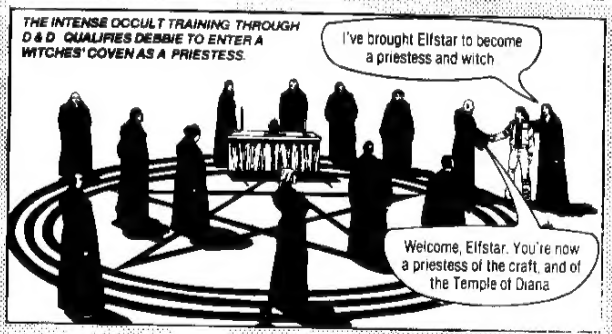
How Bad Could It Be?

Panels from the mini-comic "DARK DUNGEON" by CHIC PUBLICATIONS should quickly illustrate just how outrageous opponents of Role-Playing can be.
As experienced gamers we know that events such as these have no part of role-playing. But think of the influence such publications can have on people whose only exposure to role-playing will be from these sources!





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Presented here for review purposes only.

"concerns". The good news is that the anti-D&D publications have been tapering off to nothing since 1983.

Quite by chance I became aware of the first item from...

CHICK PUBLICATIONS
P.O. Box 662, Chino , California 91710

This worldwide distributing house publishes Fundamentalist Christian books. Their main line of items are eye-catching (color) comics and palm size (black&white) comic tracts, sold at maybe 15¢ each, singly or in packs of 25. If you ask for it, their catalogue is frightening. Along with normal Christian subjects, they publish anti-Catholic items in abundance, anti-evolution, anti-Mormon, anti-rock'n'roll, you name it. They urge people to spread the tracts by leaving them in public places. One can thus speak of a Fundamentalist with a "two-pack-a-day" habit (sorry, couldn't resist that.)

All they print on D&D is the tract "Dark Dungeons", a 22-frame comic about a girl initiated into witchcraft when her character (described inconsistently as a magic-user or cleric) reaches the "8th Level". She is "saved" by an exorcist and book-burner. This tract is not for those apt to confuse fantasy with reality!

Here's a notable quote from the tract:
"Gather up all your occult paraphernalia like your rock music, occult books [A footnote in the tract informs us that these include Tolkien and C.S. Lewis novels!], charms, Dungeons and Dragons material. Don't throw them away. BURN THEM!"

CHICK also published, in their newsletter "Battle Cry" (February 1984), feature articles based on a tract by...

PRO-FAMILY FORUM
P.O. Box 8907, Ft Worth, Texas 76124

This group puts out tracts and books, more wordy than CHICK, and started out as one woman lobbying to defeat the Equal Rights Amendment. Their only propaganda is a book they offer, ***"Playing with Fire"***, by John Weldon and James Bjornstad (Moody Press, 94 pages, $4.95), and their tract "Dungeons & Dragons-Only a Game?" (4 for $1.50. Postage and handling is $1.50 for orders under $10.00, 8% of the total otherwise).

Here's a quote from the tract:
"Young person, if you want to be successful, productive, well-adjusted and happy, then refuse to fill your wonderful mind with such garbage! Don't allow someone else to take control of your mind. Think too much of yourself to become a tool in the hands of those whose interest is to get your money and destroy your faith in

God."

The tract is a detailed "argument", and in turn quotes heavily from...

CHRISTIAN LIFE MINISTRIES
P.O. Box 41001
Sacramento, California 95841

This organization, you may notice, seems to serve as a source of "information" for others. Apparently it is now called **EUROPEAN-AMERICAN EVANGELISTIC CRUSADES**, led by Rev. John Torrell, and offers a lot of short info sheets on D&D, a larger "position paper" and even two cassette-tapes! Ask only for their catalogue; they will bill you automatically if you request anything in particular.

One of their six-pagers opens with:

"DUNGEONS AND DRAGONS instead of a game is a teaching on demonology, witchcraft, voodoo, murder, rape, blasphemy suicide, assassination, insanity, sex perversion, homosexuality, prostitution, Satan worship, gambling, Jungian psychology, barbarism, cannibalism, sadism, desecration, demon summoning, necromantics, divination and many more teachings, brought to you in living color direct from the pit of hell!!!"

Whew! That would make for interesting reading in ***DRAGON Magazine***™ if it were true! They then offered point-by-point "proof", deliberately confusing players with player-characters. They left out bestiality (Hosea 12:12), extortion, and tax evasion! Enough said.

Here's one interesting fact: In the Weekly World News (a familiar supermarket crud sheet), Rev. Torrell has been quoted as saying, *"People just go nuts with it [D&D]. They start living the game. They can't tell the difference between their fantasies and reality."*

My copy of this amazing article has stamped on it "From the Files of B.A.D.D." (Bothered About Dungeons and Dragons) B.A.D.D. is a well-known anti-D&D group (Mrs. Pulling) which seems proud to have idiotic tabloids agree with her!

Now, compare the above passage with the minister's own religious newsletter, **THE DOVE** (Issue III, Vol IX, Autumn 1987):

"From the Desk of John S. Torrell

...This issue of The Dove will be focused heavily on the surrender of the United States to the Soviet Union...As we pointed out in the last two issues of The Dove, President Reagan signed the surrender documents at the summit meeting in Reykjavik, Iceland in October 1986. The document calls for a peaceful surrender of the United States, giving us five years to do it. Our nation will become a communist vassal state of the Soviets. By the time you have read this article, ten months will have passed, and the United States will be on its way to destroying itself."

Rev. Torrell makes much of this "secret deal," and mentioned at the time that part of the game plan was that the Soviets would have Reagan resign office "for health reasons". This obviously didn't happen, and in a later issue, Torrell goes on to complain that both Bush and Dukakis are poor, ungodly candidates for U.S. president. Torrell states that Bush in particular joined "The Order of Skull and Bones" at Yale, devoting his life to Satan in doing so! Remember that Torrell is accusing D&D Players of confusing fantasy and reality!!

Warning!

Violence and the Supernatural.

This book may be inappropriate for young readers.

The fictional world of Rifts® is violent, deadly, and filled with supernatural monsters. Other-dimensional beings, often referred to as "demons," torment, stalk, and prey on humans. Other alien life forms, monsters, gods, and demi-gods, as well as magic, insanity and the supernatural are all elements in this book.

Some parents may find the violence and supernatural elements of the game inappropriate for young readers/players. We suggest parental discretion.

Note that Rifts and the Rifts Conversion Book are works of fiction! NONE of the monsters, characters, magic, powers or depictions are real. None of us at Palladium Books condone nor encourage the occult, the practice of magic, the use of drugs, or violence.

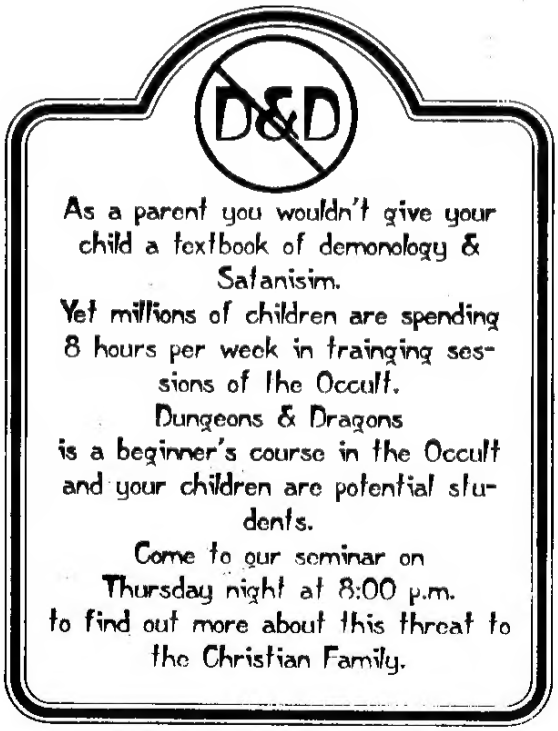
Not another Anti-Role-playing tract but a disclaimer from the title page of Palladium Book's RIFTS RPG System
This demonstrates that the Gaming Industry takes the bad-press seriously.

Probably the best compilation of anti-D&D material is "Handbook #23" by;

EDUCATIONAL RESEARCH ANALYSTS
(The Mel Gablers)
P.O. Box 7518
Longview, Texas; 75607-7518

This Christian Couple compiled items from many sources, mostly negative. It was available for a $7.00 "contribution" ($10.00 for airmail delivery). Well worth getting, the sources are varied, biased and, in general, way off base. It includes material from the above mentioned groups (but not the CHICK tract). The latest revision I got was dated July 1982- a significant fact. Also significant is their admission (in small print, last page,) that the famous Egbert "D&D Disappearance & Suicide" was not due to D&D at all.

SHARED FANTASY
Dr. Gary Alan Fine,
Assoc. Professor of Sociology



This flyer announcing a seminar on the 'evils' of D&D was found posted on a local bulletin board in South Carolina.

University of Minnesota*
University of Chicago Press;1983

** Dr. Fine is now head of sociology at the University of Georgia.*

Not a loony book, but a sociological study of role-playing games and their players done around 1979 (obviously a bit dated now.) This is not light reading, but rather it is an academic work. It has a few negative comments, gleefully quoted by the loonies, but these are far outweighed by its generally positive and realistic view of the games. Particularly good is a section on women players: it seems that teen girls in the study were intimidated by the "locker room atmosphere" of game groups, but also that they were even more afraid of being labelled as "tomboys" from playing what is perceived as a boy's game! Dr. Fine hints that young girls might enjoy the game—just don't tell them, before you start, what proportion of players are male!

Next we come to popular novels which are only moderately "loony".

Mazes and Monsters
Rona Jaffe, Dell Fiction

This book was also a TV movie and very closely based on the story of James D. Egbert III and events at Michigan State University. The true story, however, is told in another book.

The Dungeon Master
William Dear, Ballantine
biography, $4.95

The title is a misnomer; this famous "D&D incident" is shown in the book to be due to other causes—this boy was messed up! (Both books are for mature readers.)

100 HUNTLEY STREET

Although groups which "put it in writing" can probably be considered the most committed opponents to D&D, the electronic media should not be ignored either. "100 Huntley Street" is the only "made in Canada" Fundamentalist Christian TV show, and did a few programs on the "problem" of D&D. They did so to be fashionable among the other "Fundies" and follow the current trend. Using a friend's name, I asked for and received material on D&D- a Christian Life Ministries tract.

BOTHERED ABOUT DUNGEONS AND DRAGONS (B.A.D.D.)
PAT PULLING,
P.O. Box 5513; Richmond, VA 23220

This is probably the number one source of anti-D&D activity, and also is a typical illustration of a one-person outfit posing as a "national association". Mrs. Pulling got involved and made TV appearances when her son committed suicide after a disappointing game of D&D. (The gun actually belonged to Mrs. Pulling! In her book, she says a policeman at the scene was the first person to tell her that D&D was "satanic".)

She blamed D&D nonetheless. Although she was winning in the media, Pat was losing badly in the courts with her lawsuits.

B.A.D.D. puts out a 40-page booklet ($3.75) which is *"designed to save educators and librarians hours of research and for them to reach a common sense decision!"*

There's also a large scrapbook of newspaper clippings ($10.00), which is not above using articles from the supermarket tabloids of the U.S. or Australia, as I mentioned in connection with the Rev. John Torrell.

I have a one-hour cassette ($5.00) of a talk by Pat Pulling and Patrick Dempsey at the First Baptist Church of Orlando, Florida, hand-recorded in BADD SOUND (give 'em at least one pun per page, I always say). The tape ends with a hymn, something about "freedom through Jesus", from some televangelist's record (no, I'm not making this up!) Finally a booklet called "Witchcraft or Satanism?", is about the occult ($5.00)

Pat Pulling is a "Fundie," no doubt about that. But her approach is different since she can claim personal involvement as a "bereaved mother." Her 16-year-old son, Irving "Bink" Pulling, committed suicide with a handgun. The first thing you could remark is that a "handgun" is apparently something which shoots bullets and is legal to carry by anyone in the U.S.; it is not mentioned anywhere in the D&D or AD&D game rules!

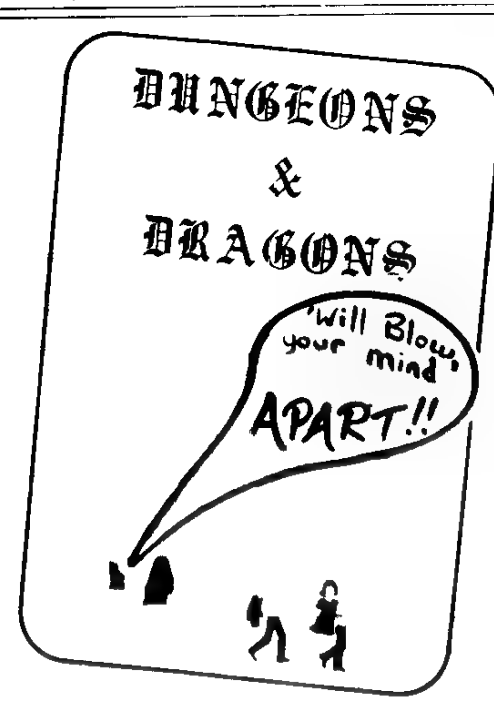
Driving back to the house late one night with her husband, Pat "sensed something wrong." They found Bink dead. Pat claims that she found in Bink's room some strange books that she had never seen before (AD&D manuals.)

Her story is that Bink had been playing D&D at school under a "gifted" program, and the teacher who ran the game as the Dungeon Master had put a "curse" on Bink (his character) to make him (his character) a homicidal killer. Bink took his life to keep from killing his family, and (claims Pat) left SIX suicide notes explaining this. The teacher refused to talk to Pat, and according to Pat, "still won't without the representation of a lawyer."

She goes on to claim that Bink was a well-liked boy with no emotional problems.

In the National Federation for Decency Journal (actually Rev. Donald Wildmon, October, 1984) it states:

"Sheriff's investigators found the boy's room filled with paraphernalia from D&D, and a bizarre suicide note



The Anti-D&D Movement is not unique to the United States. This tract was produced in England and advocates banning role-playing.

included mystical phrases and "unexplainable-type things" believed to be references to the game."

So why does Pat claim she never saw the game before or knew that Bink was playing it? It filled his room! And why claim six suicide notes?

Pat then posed as a "beginner" and played AD&D for an astounding total of 30-40 hours to learn it (something most players can pick up in less than ten weeks), with a group of college players she described as "very nice". Suitably informed, she filed a $1 million lawsuit against the principal of Bink's school for allowing D&D to be played there. The case was laughed out of courts in 20 minutes, but the prestige of such a case "pending" for nearly a year helped her to frighten other school boards.

She gathered a few other parents who lost children under similar circumstances. Patrick Dempsey says on the tape that his game-playing son Mike, before committing suicide, was researching the occult, summoning demons in his bedroom, and using voodoo to become unbeatable at backgammon!

Mrs. Pulling uses the practice of "hit-and-run" journalism to her best advantage. She includes any initial report in the news in her file as a "D&D incident" (a criminal who owns the game is sufficient) but never acknowledges the more rational follow-up articles. An example was her citation of a ban on the game by the Mormon church in Heber City, Utah (which was since retracted.)

Because of this, her claim of having 100 cases in her files of suicides and murders "directly caused by D&D" is

a little unfounded; she only cites short lists of 10 to 15 at most. The rest are "suspected" or "under investigation" and even many of her "definite" cases have been refuted. She still cites the original 1979 Egbert disappearance (now refuted, see The Dungeon Master by William Dear.)

She cited a case of the D&D-playing Erwin boys of Colorado, where both boys were found dead in a ravine. The older boy left a note saying, *"A man without his freedom is not a man at all. Therefore this man is targeted for termination..."* It turned out that the older boy was facing sentencing in an auto-theft case, and the parents denied (and probably resented) Mrs. Pulling's use of their sons in "the file."

Undaunted, Mrs. Pulling goes on lecture tours of schools, churches, associations, and even police departments! During these tours she often meets with players who are irked by her attacks. Paranoid, she was quoted in the Weekly World News as saying *"I have physically had children try to attack me at a seminar before...They go into their character..."*

Her friend Patrick Dempsey says on the tape that he came out of one talk-show convinced that the audience was "loaded" with 99 percent D&D players. It seems the audience had laughed at his ideas of "occult spirits!"

B.A.D.D. is constantly changing its emphasis on a new myth when the old ones lose their flavor. From suicides and the occult, Pat now rides the coattails of the movement to ban "violent toys." Recently, she has accused D&D of promoting "racism" because a Racial Reaction system is used to determine reactions between various fantasy races (species) in the game. B.A.D.D. as a whole is diversifying away from D&D to a more general discussion of "violent entertainment," together with an organization called the **National Coalition on Television Violence** (NCTV) (actually founded by one man, Dr. Thomas Radecki, and now including Mrs. Pulling on the board of directors).

Is Mrs. Pulling covering up something? The Game Manufacturers' Association (GAMA) printed a rare handout, "The Assault on Role-Playing Games" (March, 1988), in which they say that the NCTV copied and distributed in their anti-D&D package a reprint of a **Washington Post** article (Aug 13, 1983) about her son's death.

However, in the NCTV copy they cut out a block about testimony from a classmate of Irving Pulling's named Victoria Rockecharlie. This classmate states how Bink was depressed about many things, such as exams and failing to find a campaign manager for a school election. Now I wonder why Mrs. Pulling/NCTV are so insecure about their belief in a "D&D suicide" that they would snip out testimony on the part of a classmate. The article cast doubt on the claim that Bink was normal and well-adjusted before his suicide, and it is all too easy for Mrs. Pulling to blame D&D while hiding all the other possible personal reasons her son may have committed suicide.

And what of the future? Well, the popularity of D&D (and of role-playing games in general) is clearly not just temporary, and news media will be harder and harder pressed to pretend that RPGs and gamers don't exist. Mrs. Pulling's popularity among the media was short-lived, and people may start to compare her present and past statement with the actual presence of Dungeons & Dragons and its players, and draw the appropriate conclusions.

Mrs. Pulling sometimes even "fans the flames" by attending court cases of criminals or murderers who were "known D&D players". For example, she was invited as "expert testimony" by the defense in the trial of Sean Sellers of Oklahoma, who murdered several people and, by his own words, was Satanically inspired.

Sean testified (after meeting Pat) that he began to be inclined to Satanism from playing D&D and studying Ninjutsu (a martial art of the Japanese Ninja). His worship involved breaking all the Ten Commandments, including "Thou shalt not kill." Hence the very real and brutal murders. Sean then later "found Jesus" in prison, and testified to newspapers and magazines about his Satanism, mentioning D&D as a sidelight.

Did Pat Pulling's "defense" help? Sean Sellers was sentenced to the death penalty, so he's the youngest Oklahoman on Death Row. So I don't see how Pat made things any better with her testimony of D&D as an insanity plea. At one point she described to the court what a pentagram was, and the audience broke out in laughter. A similar design was pointed out in the Great Seal of the State of Oklahoma above the judge's bench. I don't think the court was impressed, since Pat couldn't possibly claim to have mitigated Sean's sentence down to Death.

These tactics gain Mrs. Pulling notoriety for the time being but also carry real dangers. IF Pat Pulling is fabricating information to support her claims and IF she is misrepresenting the truth about the hobby of role-playing games and claiming her son killed himself due to a game, then she is open to charges of perjury in several states. This assumes, however, that someone would go through the enormous trouble to pursue this charge. Even the most dedicated gamers would not bother to defend a mere game from libel in this fashion.

It is the nature of democracy that BADD and NCTV are free to continue sniffing at any "Unexplained, Frightening Occurrences" (UFO) they can try to pin on D&D. They count on the fact that any well-publicized suicide will trigger "copycat" suicides, and that if one person sees a UFO, pretty soon everyone sees UFOs. But you can be sure that Pat is just "pulling" your leg...

By the way, B.A.D.D.'s phone number in Virginia is (804) 748-2191 and (I believe) Pat Pulling's home no. is (804) 273-9065. Please don't call up just to razz them or cause trouble. I offer these numbers so that you can obtain 'enlightening' materials. (although, probably not for free).

Update: In 1989 Pat "wrote" a book called ***THE***

DEVILS WEBB: Who Is Stalking Your Children for Satan? (Pat Pulling with Kathy Cawthon; Huntington House; P.O. Box 53788; Lafayette, LA, 70707 $16.95

ARCADE (By Robert Maxxe)

Not a "loony" book, but a fiction-suspense about video games from beyond which control the minds of the young players involved. I mention it because it has several good quotes also applicable to role-playing games and the people who want to ban them. Compare, for example, the fictional Ms. Patowski out to close the "arcade" with the woman I just spoke about earlier:

"[pg. 73]...Wendy Patowski wasn't quite that far gone, but she had certainly lost all rational perspective Perhaps it came with being a bored housewife, desperate for some raison d'etre more noble than eliminating "ring around the collar."...Thrilled to discover the attention she could generate, she was driven to make wilder claims, and found a talent for reaching an audience...Wendy Patowsky was a kind of fanatic, cooking up wild unsupported claims to stampede the uninformed into adopting her views. Was it such a small crime? Hitler had started out, after all, ranting at thirty-two misfits in a beer hall. The target for intolerance might be capricious, the birthplace insignificant, but the passions aroused never were."

I couldn't have said it better myself...

WOLVES IN SHEEP'S CLOTHING
Marc Gauthier, 1986
from Companions of the Lamb; P.O. Box 4070; Station "E" Ottawa, Ont.; K1S 5B1

This publication illustrates that even if publications against D&D may be "loony", they sometimes gain new respectability when they are second or third hand. From a Catholic bookstore I found this thin book by a Catholic Lay Preacher about cults. D&D is in Chapter 5! This Catholic (oddly, he described himself to me over the phone as a "Pentecostal Charismatic Christian") copied from a tract by one Louise Shanahan: ***"Games Unsuspecting People Play-Dungeons and Dragons."***

Surprisingly, this widespread Catholic tract is itself a

WHY GAMERS SHOULD SUPPORT CAR-PGA

As most of you have found, personally or second hand, there is a well-organized and well-funded bunch of people out there trying to ban our games. In 1984, two of them, B.A.D.D. and NCTV, even petitioned the government to require labels on the games, warning that playing would lead to suicide and criminal behavior. This was rejected because they did not allege a close enough cause and effect - there was no attempt to look at the validity of the charges at all. The precedent cited really did have a danger.

The mass media, with few exceptions, have published these charges and many times refused gamers even access to the letters to the editor columns to refute the lies. Now the main battleground is the closed-to-outsiders "cult awareness seminar" in which teachers, social workers and police are indoctrinated into extremist political and religious views in the guise of required in-service training. Our games are prominently featured as "evidence of satanic activity."

There is an organization, open for your participation, that is fighting back by refuting these charges, by conducting research into the benefits of RPG, and by fighting the illegal use of tax money for sectarian indoctrination. We still seldom get in the mass media, but we do get results. In addition to gamers like you who are concerned about the freedom to enjoy our hobby, we have the help of some of the top sociologists, psychologists, criminologists, anthropologists, theologians, folklorists, historians, and anti-censorship groups in North American and would like to include others.

There are no dues except your help. Our monthly Newsletter is $7.50 per year, and other publications vary with size. You can help in a wide variety of ways, from a letter to the editor of the local newspaper to a peer-reviewed paper in a scholarly journal; a load of the latest material from anti-game sources to an appearance on local TV; from recruiting other members to finding us a grant (any amount); form writing one of our booklets to conducting a seminar on gaming PR at a local game convention.

If you, or someone you know, is interested in helping, send a 52¢ (or two International Reply Coupons) SASE to CAR-PGa, 111 E. 5th, Bonham, TX 75418, and we will send you our information packet.

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copy job from the material of Fundamentalist, yet anti-Catholic groups! One source used in the tract actually compared the "evil" of D&D with the "evil" of the Catholic religion. Yet this seemed to be missed by the tract's author, and the publishers, The Daughters of St. Paul in Boston, had no choice (when I pointed this out to them) but to pull the tract from their shelves. This is probably the only case of a religious anti-D&D tract withdrawn because of religious subversion (Catholic groups influenced by anti-Catholics concerning D&D!), and I am pleased to have brought this about.

Mr. Gauthier was displeased when I pointed this out, and hung up on me. A quote from his book:

"I am so convinced that Dungeons & Dragons exists solely to undermine our Christian faith and to destroy the lives of your young people that enough cannot be said until this influence is fully removed from our society. As concerned Christian adults and parents, it is our duty to band together so as to see that our children and our friends are not brainwashed and dehumanized into believing that evil is good. Whether it be direct or indirect, subtle or overt, deliberate or unintentional, Dungeon & Dragons is an introductory and initiation course in occult, (sic) violence and devil worship."

So there it is! If you send a polite letter to the above groups, you may get a free sample of these enlightening tracts. Note, however, that if you do not live alone, explain to others why you are receiving strange literature or they will think you have joined a weird cult (again!).

I will continue my mail-order investigations and try to find out what the people really believe in. I have a sinking suspicion that, taking a cue from the weird "ancient aliens" books by Erich Von Daniken in the 1960's they believe Satanic aliens invented the Dungeons & Dragons game and sent it to Earth using ancient astronauts, to be dug up thousands of years later in Gary Gygax's back yard. Maybe the next such book will be "CHARIOTS OF THE LOONS?"

You may wish to write to these groups and simply ask for catalogues; the prices I mentioned may be out of date. I always appreciate learning of any other, similar items specifically published against D&D, apart from the more mainstream newspaper articles which as we know get all wrong anyway. If you know of any such publications, write to me at:

Pierre Savoie
22-B Harris Ave.
Toronto, Ontario
M4C 1P4; CANADA

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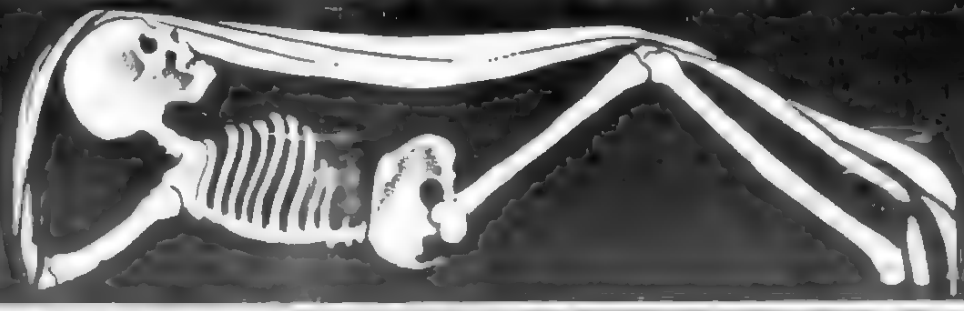

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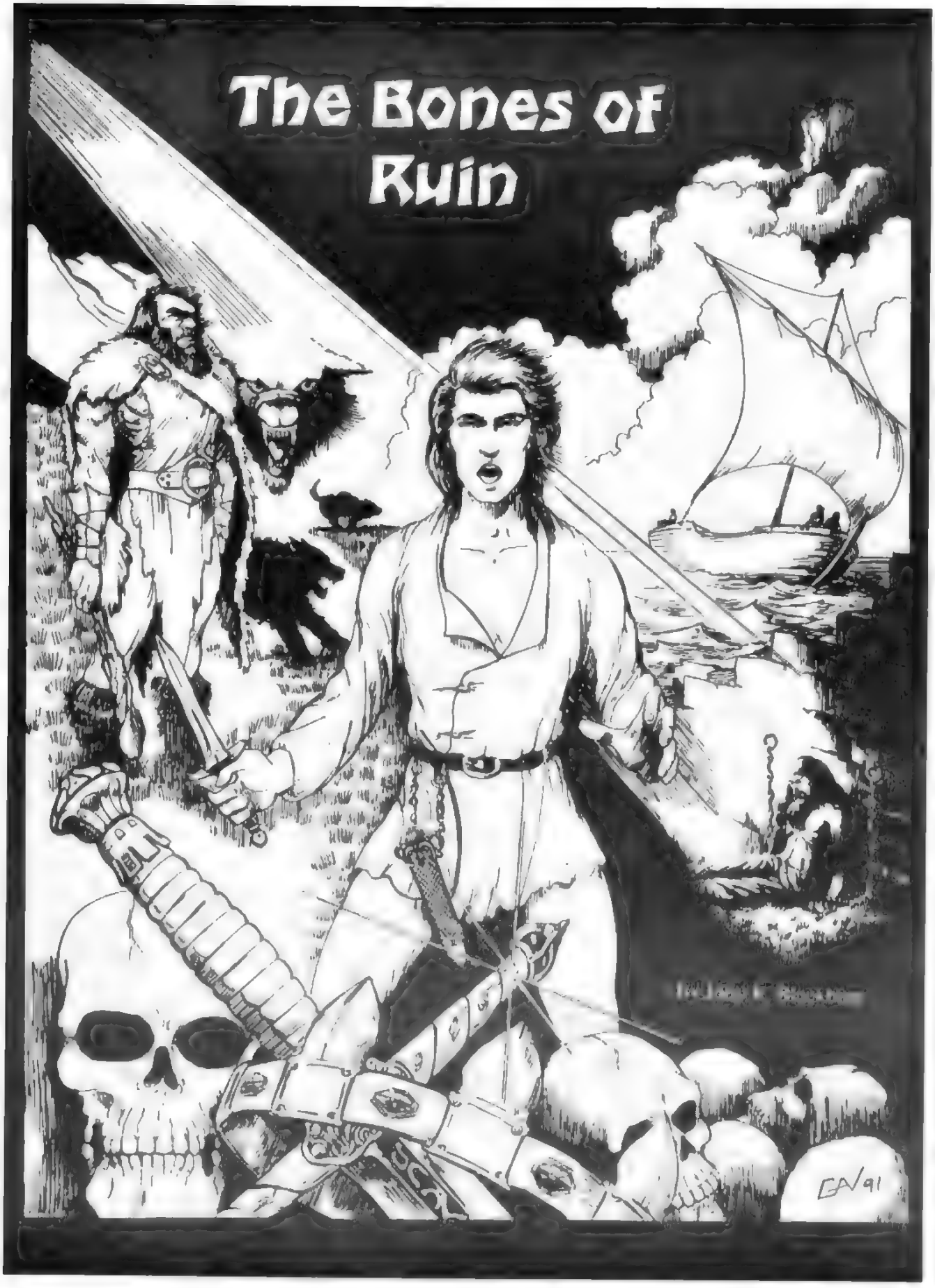
The Bones of Ruin
GA/91

Part VII
Call of the Raven

"Now the raven shall not be killed nor should it be constrained. This you must carefully instruct each child to obey, for it is the raven who was chosen among all the creatures of Alderac to serve as messenger for Benyar. He who kills a raven turns the gods against him and his own. Pay heed when the raven calls least he is imparting a message from the gods for mortals to hear. He who hears the Raven's call and hears his own name- that man shall join his elders before the day turns to night."
From the Kabatroth Book IV

Day 267 Year 108

Traetian Sagavar pulled back on the reins, halting his horse at the summit of a steep rise. He turned to his standard-bearer and pointed to the scene below. Stretching across the valley before them a thousand fires blazed brightly, turning the night into hellish day.

"Look at it Narwell." the young commander stated proudly. "A thousand men embracing death in a final dance. Have you ever seen such a thing? Now I understand why the Grevans speak of battle as if it were a living creature. See how it moves and breaths?"

Narwell was speechless as he looked upon the battle below. Sagavar noticed his pale-demeanor and laughed. "Come now. Surely you feel it. The heart pumping, the blood throbbing in the veins. Soon you'll crave such feelings as though they were the finest of wines."

Narwell shook his head, "It burns the senses sir. I don't think I'll ever get used to it."

As the cries of battle rose up to their lofty perch, Sagavar's horse twitched nervously beneath him. He leaned forward in the saddle and patted his mount on the neck reassuringly.

"Easy, girl." he whispered. He turned to Narwell and noticed he was letting the standard dip.

"Hold that Standard high" he chided.

The young commander turned his attention back to the dazzling spectacle below and savored it. Every smell and aroma was being etched in his mind as if on stone. He would look back on this night as long as he lived and remember it as if it had been his first sexual embrace.

Under the cover of darkness, his surprise attack was unfolding with unexpected effectiveness. Much of it was owed to the Grevan's own arrogance. Because the barbarians had gathered in great numbers in their winter-camps, they saw no need to post sentrie's or to fortify their camps. Not a single sentry had been encountered as Sagavar's soldiers marched noisily up the narrow mountain pass. They had in fact managed to approach within several hundred yards of Rang Taw's camp before being detected, and then it was merely by chance. A lone warrior, who had apparently braved the night air to relieve his bladder stumbled upon a scout and sounded a frantic alarm. His cries of warning, however, were in vain. Sweeping through the Warlord's camp without opposition, Sagavar's men set everything in sight ablaze.

In the panic that followed, half naked Grevan warriors, some dragging their women and children in tow, raced from the camp in terror. In great seething masses they climbed the slopes of the valley wall. Some managed to escape by this route into the mountainous terrain, but many were cut down by expert archers waiting in the tree lines in anticipation. The screams and wails rose to deafening levels. At first, from his vantage point, Sagavar thought the cries were coming from the wounded and dying.

Then he began to hear a chant rising from the valley floor. These were not the anguished screams of the Grevans; they were battle-cries of his own men. Over and over with an eerie rhythm they were chanting "Nodrus' Sureem!" The words were Old Forcaran meaning "For the Fallen", an obvious reference to the Imperial soldiers killed during the raid of Emberton eight years before.[1]

Prior to departing New Emberton, Sagavar reviewed his men carefully and with great concern. He could smell the fear among their ranks, and it worried him. The faces he scanned were not the battle-hardened veterans he always dreamed of taking into battle. They were the young, pale faces of restrained horror. They were men who believed they were about to die. These young soldiers had little experience in battle. Rumors and wild tales fed their receptive minds and eroded their courage. In the barracks of New Emberton, the Grevans were regarded as invincible savages who had allegiance with demons and nameless spirits. What good were brilliant strategies if he did not have men who were willing to fight under his command?

When Sagavar gave the order to march out the gates of New Emberton, a heavy, smothering cloak of dread descended on the detachment. For the first time since his plan began to formulate in his mind, Sagavar began to have doubts about a victory.

He was greatly relieved to see that his apprehensions were unfounded. Once battle had been joined and it became obvious that the Grevans were at a disadvantage, these same soldiers suddenly found the spirit for combat. Now transformed, Sagavar's men became insane with

1. The Emberton Massacre was led by Rang Taw in Year 394, Day 99. After drawing out the Imperial Legion to pursue a decoy, Rang Taw's warriors sacked and burned Emberton. Rang Taw's victory sent shock waves throughout the Empire. (See Issue no.#1 "Of Embers Born")

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blood lust. Soldiers chased down the reluctant barbarians on horseback and hacked and slashed with fervor until their arms grew weak with exhaustion. It was an eerie scene to behold, and the hair on Sagavar's neck began to rise. He felt far removed from the battle and became a mere observer. His soldiers became ghosts, cloaked with frost and spattered with fresh hot blood as they moved their horses in and out of the flames.

The commander's thoughts were broken as he heard a horse galloping hard up the slope to his right. He turned his head to find Bantress Geraar and a Banner-bearer racing toward him.

The Battle-Officer pulled back on the reigns of his horse and came to a swift halt. He raised his hand in salute. Sagavar noticed a trickle of blood streaming from the tangle of his thick beard.

"Commander, my scouts report that a large force is gathering at the north end of the pass. The other Grevan war-camps are already on the march. Shall I sound recall?"

Sagavar shook his head. "And leave Rang Taw's forces intact? We stick with my plan."

"Sir?" replyed Geraar as if he hadn't heard his commander correctly, "Your plan didn't foresee the other camps responding so quickly. A good Battlelord learns to flow with the tide of battle! I believe we should..."

"Silence!" snapped Sagavar, "You'll follow my orders. This is the heart of the Grevan League. Smash the heart and it stops beating. There will be no League without Rang Taw. A victory here tonight is worth any sacrifices we may make."

"Sacrifices?" scoffed Geraar, "Those are my men down there. I won't condemn them to death to fulfill your ambitions. And you forget that you left New Emberton stripped naked. The Grevans will retaliate for this attack, and if we loose half the garrison here tonight, Emberton will be lost! Explain that to the Emperor."

Sagavar starred at Geraar in silence, trying hard to suppress the fury that he was about to unleash. Finally, with gritted teeth he barked, "Geraar, you're the best officer I have. Now pull together some semblance of courage and find me a victory. I regard you a fast-friend, but I swear by the wings of Benyar, nothing will save you if you fail me tonight."

Geraar was noticeably insulted by the last remark. The veins in his forehead rose and darkened. "Yes SIR!" He rendered a salute that could have been construed as obscene by the manner it was executed.

"Keep me posted." Sagavar barked.

The officer pulled his horse about violently and galloped back down the slope.

Sagavar understood the Battlelord's objections and cursed himself for losing his temper. Accusing Geraar of cowardice had been unfortunate. The officer was merely looking out for his men as he had been trained. Geraar was Sagavar's closest supporter, but he was also quick to point out his commander's flaws, mainly his lack of experience. He had voiced his alarm about Sagavar's obsession with destroying Rang Taw several times. In the end, Geraar was a model officer and followed orders, whether or not he concurred.

As for Rang Taw, Sagavar considered him the only bond holding the Grevan League together. It was he who had forged a unified war machine of the fragmented Grevan tribes. Under his leadership the Grevan League had made a mockery of the Imperial Legions. Eight years before the Grevan League had burned and destroyed the Outpost of Emberton. Cries of alarm swept through the Empire. The Emperor demanded revenge and devoted two entire legions to extract it in blood. However, attempts to avenge the dishonor of Emberton proved difficult. Rang Taw, shrewd and ruthless, refused to be drawn into battle. The Grevans, being nomadic, simply picked up and moved on whenever Imperial forces drew close. Rang Taw fought only when he had the advantages of surprise and numbers. Ambush and treachery characterized the War-Chief's tactics, and he had never allowed anyone to draw him into battle under anything but his own terms. Now, utilizing Rang Taw's methodology, Sagavar was about to extract that bloody reprisal for the shame of Emberton.

Sagavar rubbed the stump that had once been a hand, a hand taken by Rang Taw himself.[2] His plan called for attacking Rang Taw's camp only and ignoring the outer lying war-camps; a quick fray aimed at the heart of the Grevan military leadership. Lying in the surrounding valleys were at least a dozen other Grevan camps. While laying out his plans of attack, Sagavar knew that these camps would quickly be alerted and come to Rang Taw's defense. However, the war-camps had responded with staggering swiftness and threatened to turn the tide of battle. Time, he just needed a little more time to achieve his aims.

He studied the battle below him and silently urged his men on.

Suddenly the sound of a battle-horn sounded.

"Sir?" inquired Narwell, "They're sounding Recall."

Sagavar held his breath as the recall was sounded again.

"Damn you Geraar!" he cursed, "The coward will pay dearly for this." He kicked his horse hard in the ribs and headed for the area selected for assembly. Narwell pulled his horse around and followed suit.

Sagavar's blood boiled, Geraar had disobeyed him. Friend or no, such flagrant disobedience would not be tolerated. He led his horse along the ridgeline toward the edge of a dark stand of trees where a winding trail snaked down to the valley. Just as he was making his descent he heard a faint moan from the shadows.

He halted his horse and fumbled with his one hand to find his sword. He studied the shadows for movement. The

2. Sagavar was captured by Rang Taw's men while visiting the ruins of Emberton. Thinking that Sagavar was a mere soldier, Rang Taw freed him after cutting off his sword-hand. (See Issue no.#5 "Bones of Ruin")

sound came again, this time more distinct, more human.

Narwell rode up beside his commander. "Sir, What is it?"

"There's someone there." said Sagavar. "Who's there? Come out where we can see you!"

The only answer was another soft moan.

"Come on Narwell. It might be one of our wounded." Sagavar kicked his horse and headed toward the mysterious noise.

Narwell fell in behind his commander. "Or it might be one of theirs." he suggested.

As they rode around a great fallen oak, the pair quickly halted.

Sitting propped up against the oak was a soldier. His helmet had been removed and tossed aside.

Sagavar dismounted and cautiously approached the soldier.

"Sir!" warned Narwell, "Careful, he might not be..."

As Sagavar approached he was shocked to see that the soldier wore a white-enameled breast plate. Imperial dress armour? None of his men had been issued such finery.

He kicked at the limp form which responded by moaning softly.

"Easy there." he said reassuringly, stooping at the soldier's side. "We'll get you out of here."

The soldier looked up. Sagavar expected to see the pain-distorted face of a dying soldier. Instead he beheld the soft features of a woman. Beautiful locks of blonde hair framed her pale face. The woman smiled, and Sagavar fell back on his haunches and scrambled away.

Struggling to his feet he readied his sword and continued to back away.

"Who, who are you?" he stammered.

The woman rose to her feet slowly. She wore a long crimson cape which now caught the wind and billowed behind her.

"Traetian Sagavar, I am a messenger. I've been sent to give you this." She reached down and unsheathed the sword which hung at her side. She raised it toward him.

Sagavar raised his own sword and stepped back further. "You're mad. You're no match for me I warn you!"

Narwell drew his sword and leapt from his horse. Sagavar stepped back to Narwell's side, and the two readied their swords.

"Sir what's this all about?" whispered Narwell, "How does she know your name?"

The woman laughed and shook her head, "I would like to challenge you on that point, however, I am not here to fight you. This sword which has known many masters now serves you." She motioned for him to take the sword.

Sagavar stood speechless. Though the woman was truly beautiful here gaze caused him to be consumed with fear. "Who are you? Who sent you?"

The woman smiled and walked towards them. A gust of wind whipped her long hair across her face. She tossed her head to one side and pulled her hair back in place. "Take the sword Traetian Sagavar, there isn't much time."

"This is madness!" said Sagavar, refusing to accept the weapon. "You haven't explained how you "

The smile faded from the woman's face and was replaced with a look that was traced with annoyance and impatience. "Take the sword and question me no further."

Narwell shook his head, "Don't take it sir."

Sagavar dropped his own sword and took the blade from the woman's hand. The hilt felt strangely warm even through the padding of his leather glove. Turning the blade with his one good hand, he marveled at its workmanship. His knees began to tremble. "You're a Goddess! It's the only answer. Please, tell me, which one? Shona? Castonda? Who?"

The woman moved closer and looked into Sagavar's eyes. Placing her hands tightly about the blade of the sword she spoke softly. "Such fear would grip your heart, if I should utter my name, that it would consume you entirely. Enough questions." Her features then softened as she paused for a moment. "Take care Traetian Sagavar, there are many dark souls in the world who covet this weapon and its powers. Guard yourself. The raven shall hold great importance for you. When you hear its call, pay heed."

She took the sword from Sagavar's hand and gently placed it in his own scabbard. "Your destiny was crafted long ago, before you first suckled your mother's breast. That destiny is entwined with the destiny of others. This sword will aid you in fulfilling those destinies."

She stepped back and pointed to the horses. "You must hurry. Your men are assembled and waiting for you."

The two men turned and climbed back onto their horses, feeling strangely compelled to obey the woman's demands. Settling into the saddle, Sagavar looked down on the woman and studied her features. "I don't understand why you can't give me some answers. Just tell...."

"I am not here to give you answers. " With that she slapped Sagavar's horse on the hindquarters. The horse reared on it's hind legs and bolted down the slopes. Narwell kicked his horse hard in the ribs and pursued.

Within moments they reached the valley floor and broke onto a narrow trail. Turning south the pair rode on in silence.

As they rounded a bend in the trail a long flickering line of torches greeted their eyes. Sagavar let out a sigh of relief. His men, except for a few stragglers still riding into the area, were already in formation and awaiting their commander. Even though they were at attention, a loud chorus of cheers rose up as Sagavar rode into the center of the formation.

Sagavar turned to Narwell and leaned over in the saddle. "Not a word about what happened." he whispered, "To anyone!"

Narwell nodded his understanding.

"Quiet there! Shut your traps!" barked Geraar riding up

Artwork by Janet Dupry © 1992

along side his commander. The soldiers refused to heed the officer's orders and continued to cheer.

"Damn you Geraar" snapped Sagavar, "What maddness has overcome you? How dare you go against my orders. If you think I won't...."

"Sir, I didn't give the order to recall" Geraar sputtered, "I swear on my life! My banner-bearer will swear to it."

"What about the Reveler?" inquired Sagavar, "Are you saying he took it on himself?"

"He denies doing so." replied Geraar, "I've had him stripped of his weapons and bound."

Sagavar thought of the mysterious woman and suddenly understood. He shook his head. "No, let him go and take no action against him."

"Sir?"

Sagavar looked at Geraar and half-smiled. "I'll explain later. For now, let's get the hell out of here. Give the order to march."

"As commanded, sir." said Geraar flashing a salute.

The soldiers exploded with a thunderous accolade of shouts and battle-cries. To Sagavar it was deafening. He looked out over the faces, illuminated by hundreds of torches. This is what he had come for. Victory wasn't about winning booty, rank and honors. It was about winning the hearts and respect of those soldiers sworn to your orders. They would follow him anywhere now, against any foe.

"Just a moment, Geraar." Sagavar cried out.

He raised his hand as a command for silence, and the mad chorus reluctantly faded and died. A sudden silence filled the night air broken only by the rush of the wind in the trees and the crackling of torches.

"Men of the Empire! For eight years we have heard the cries of our comrades from the grave demanding revenge. Tonight we have finally answered those cries. Tonight the gods have heard your names, and they have listened. They will speak of this day long after we are gone. I salute you for giving me victory."

The cries broke out again, this time each man rattling his sword against his shield. The chorus crescendoed for several long moments before Geraar ordered silence.

"Give the order to march." instructed Sagavar. As the formation broke off into columns, Sagavar rendered a salute as they filed past. Geraar rode back up to Sagavar's side.

"I told you they wouldn't let you down." said Geraar proudly, "I knew it from the start."

"Let's hope Rang Taw is among the dead." added Sagavar. "If he still lives, this all could have been for nothing."

Geraar shook his head. "It doesn't matter sir. You took these men right into Rang Taw's den We took the battle to him and drew blood. The news will sweep the Empire like a grass-fire. And it's your name that will be spoken."

Geraar continued to talk but Sagavar didn't hear. His thoughts were on something else. On a woman in the forest in the middle of the Grevan Steppes.

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Day 292, Year 108

Tasmar grabbed the unfortunate bartender by the collar with his left hand and pulled him across the bar.[3] He held the man up until their two faces were pressed tightly against each other. The bartender gulped hard and flinched as he felt a dagger press firmly into the flesh of his abdomen.

"I don't like you!" growled Tasmar, twisting the point of the dagger deeper for added emphasize. "And I don't like your mouth. You'd do well if you served your drinks and kept your damn mouth shut!"

"Ey, Ey, arrrrrrh" the bartender muttered, "Jest avin' fun wit ya. Jest avin fun! Please.....PWEEEEASE!"

Tasmar released his grip, and the man slid to his knees and burst into tears. "Ya foul scrag, ya'v gone and cut me! Why'd ya cut me? I din mean any harm. I din do anythin to ya."

Tasmar slapped a serti on the bar and headed for the door. He wasn't surprised to see that it was blocked. Two large men stood between him and escape.

"Look," he said raising his bloody dagger to emphasize his words, "I just want to walk out that door."

One of the men pulled a sword from his belt and stepped toward Tasmar. Shaking his head, the man pointed with the sword. "Oh no. Yer not goin' anywhere ya stinkin' Grevan pig. Yer not goin' to cut my brother and live to boast about it."

The veins in Tasmar's neck began to rise. "Look, your brother has a big mouth. I have a temper. I apologize. A few good drinks, and he'll come out of this a little wiser. Just let me through the door and we'll never cross paths again."

"Ya just don't understand it, do ya, Grevan? Yer not leavin' here til I see the color of yer blood."

Tasmar sighed and looked down to the floor. He closed his eyes as if he were concentrating hard. Then looking up, "Let's get his over with."

The man laughed, "You talk big for a....."

They were the last words the man would ever say. He dropped the sword and crashed to his knees as his hands pawed at Tasmar's dagger, now embedded deeply in his chest.

Tasmar already had another dagger gripped firmly in his palm, retrieved from his boot before the man had ever hit the floor. He turned his attention toward the door, ready to fend off the other man. There was no need, he had already fled into the night.

Tasmar stepped over the dead man, paused long enough to collect his dagger and the man's coin pouch. He

3. Tasmar supported Scav Sagenthor's attempt to overthrow the Emperor Sageem. After a violent clash with Scav in Talert, Tasmar separated from the group. (See Issue Issue no.#4 "Bones of Ruin")

wiped off the blade on the man's sleeve and stepped out the door. Within a matter of seconds he was on his horse and riding hard into the open wastes of the Galon Hills.

Trouble had always followed closely on the heels of the Half-Grevan. He had come to expect it, and in his own way, he had accepted his fate in life. He had been born into it, and there was clearly no way out. Tasmar had been the product of a few brief moments of loveless passion between a homesick Ragean soldier stationed on the Grevan Steppes and a Grevan whore. A tormented soul with no people to call his own, Tasmar was destined to walk in limbo between two races. Always hated, always suspect and forever shunned.

Tasmar's curse ran deeper than the mere manner of his conception. The proud warrior had a temper. A temper that knew no bounds and no mercy once it had been tripped. It was a nameless alter-ego that lived somewhere in his shadow, always there, just a step away. Tasmar was never certain when it would surface or what terrible things would occur once it had. His temper was the master of his destiny, and Tasmar had no say in the matter. The only thing he understood was that his temper was bent on destroying him. Everything good that had ever managed to work its way into Tasmar's life had been ripped away by the unbridled rage that dwelled within him.

It was his temper that had forced him from the fellowship of his closest friends, Falsnare and Brantar. The thought of them made his blood burn even more. In his mind his friends had turned on him. They had chosen to follow Scav Sagenthor back to Soult Tet. Tasmar tried to forget about his friends. The fools. Why should he care if they got themselves killed trying to put Scav on the throne. His only regret was that he hadn't cut the throat of that bastard, Scav. It was Scav who filled the Half-Grevan's head with promises of power and wealth. He'd risked his life and come out of it without a single gold piece for his troubles. Now he found himself a wanted man. Where could a man find sanctuary from the Empire? Especially a man with grevan blood coursing through his veins. In what shadow on the face of Alderac could he possibly find a place to hide? For now, Tasmar had decided, it would be the Galon Hills.

Tasmar rode until his horse complained and threatened to collapse beneath him. Reluctantly he rode his horse into a thick stand of trees and dismounted. He still had several hours of darkness, and he truly doubted if anyone would attempt to follow him until morning. Deciding to make camp, he was just beginning to unsaddle his horse when something caused him to pause. He sniffed the air several times. There was something odd in the air. A peculiar smell. He wasn't quite sure what it was, but he knew he had smelled it before. Then he heard a noise. At first he mistook it for the deep rasping of his horse. Then he realized it was coming from his left, deeper into the woods.

He drew his dagger and stepped quietly toward the noise. Taking several steps he stopped in his tracks. Lying face down in a tangle of briars was the form of a very large man. Tasmar sniffed again and kicked cautiously at the man. The man stirred slightly and emitted a long deep, tormented groan.

Tasmar replaced his dagger and reached down to pull the man over on his back. He tugged at the large frame and suddenly realized just how huge the man was. Surely this couldn't be a.....

As the face was revealed Tasmar stood erect and took two steps back. No, not a man but a Dralch. Now he knew why the smell was so familiar. Tasmar had worked with Dralch slaves on a Ragean warship during his three years of enslavement. He suspected the Dralch was a runaway slave who had run too far, too long. Not his concern he decided. The pitiful creature's misery would be over soon enough. Tasmar turned to head back for his horse. He took several steps and paused. Something compelled him to walk back to the Dralch. He stood quietly for several minutes. He had enough problems to contend with didn't he? Why should he feel pity for a Dralch? Without admitting anything to himself, Tasmar began to gather wood for a fire. A fire would at least keep the Sturm-wolves away. A warm fire and a meal, that's all the Half-Grevan was willing to do for the Dralch. In the morning he would continue on his way, and the Dralch would be on his own.

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Day 296, Year 108

Velnar Curstain had problems. How he longed for the days when his only concern was for a good harvest of grapes or that one of his slaves wasn't stealing from him. He wandered down the main hall of his villa lost in thought. News had just arrived that the Ambassador to Kal Dez had been murdered in a mob-riot in Kal Dez. War had been brewing for years at a slow simmer, but now it seemed emotions were too high to avert hostilities any longer. The Bin'Parta was furious and pushing for full-scale war. Curstain moaned. What of the Grevan problem? The Empire couldn't stand a war at this time, not with Sageem seated on the throne.

As he entered the foyer, he was surprised to find his wife talking to a young courier. She noticed her husband approaching and smiled.

"Velnar, this young boy has a message for you. But he demands that he give it to you personally."

Velnar smiled. "And you tried your best to pry that message from him didn't you?"

Elstinia shrugged, "Not to worry, Velnar. The boy is unshakable in his loyalty. He wouldn't waiver. I should think he should be rewarded for such a sense of duty."

Velnar reached out his hand to the boy and smiled. "You did a fine job lad. Let me have the message."

The boy looked at Elstinia nervously and then back to Velnar.

"Sir, the message is in ma head. I'm to recite it to ya....er...alone."

The smile left Velnar's face. This was no ordinary message if the sender had taken such precautions.

"Uh, Elstinia, would you leave us alone please.

Elstinia shook her head. "Really, Velnar, with all this secrecy you would think you were still in the Varnen-Caras."

After she had left Curstain pulled the boy aside and motioned for him to be seated on a long marble bench. "Now then. Carefully, word for word, the message."

The boy rolled his eyes upward as he concentrated to recall the words. After several seconds of strained thought he began to recite.

"On the quiet waters of the Ginge where the Lame Bear meets the Soult came the cry of a raven. And Saratar knew that here he would raise a temple to Benyar. From here he would rule the people he had gathered about him."

Velnar waited for the boy to continue. When it was obvious the boy had nothing else to add, Curstain shrugged.

"Is that it? Was there nothing more?"

"No sir, I swear." insisted the boy.

"And who gave you this message?"

"I don't know sir. He didn't tell me his name."

"Very well." said Curstain. He reached into the folds of his robe and retrieve a silver piece and placed it in the boy's palm. "I am paying you to do something for me. I want you to forget the message, and I want you to forget about ever coming here or seeing me. Understand?"

"Yes sir" said the boy, shifting uncomfortably on the bench.

"Excellent!" Curstain placed another silver piece in the boy's palm and stood to his feet.

He showed the boy to the door and closed it softly behind him. Walking back to his chambers, Curstain placed his hands behind his back and studied the mosaics on floor while he mulled over the mysterious message in his mind. He was very familiar with the passage. It was from the book, Menus Kai and recounted the birth of the City of Soult Tet. But what was the significance?

Suddenly Curstain stopped and felt his heart begin to race. His knees began to feel weak as the answer formulated in his brain. "By the wings of Benyar" he said to himself, "He's back. Here! In the City!"

Curstain drew pale. It was happening. Now it all began, and there would be no stopping it. He turned and raced back to the Foyer. Grabbing his cloak from its peg he opened the door and stepped outside.

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Tasmar awoke with a snarled growl. He was being suffocated, held down. Blindly he thrashed at his unseen attacker. He bolted upright to find that his tent had collapsed on him during the night. He gritted his teeth from the biting cold as he realized that it had snowed during the night. Pulling on his clothes and crawling out from under the tent, he cursed the cold.

As he emerged he was surprised to find that the fire he had built the night before was still burning brightly. Then he noticed the large dark form sitting at the fire's side, staring into the flames. He had expected the Dralch to be dead by morning. Tasmar stood to his feet and brushed away the snow. The Dralch turned stiffly and looked at him.

"Morn-Morning" stammered Tasmar. He moved up to the fire and sat on the opposite side. Warming his hands near the flames he looked at the Dralch and winched. The creature definitely had had a rough life. The left side of his face was a mass of scar tissue. The ear on that side was missing and one eye was nothing but a fold of yellow skin.

The Dralch starred at him with the one eye. Tasmar saw the brand marks on the Dralch's chest and arms and raised an eye-brow. So, the Dralch had been in the arenas.....and lived! From what Tasmar could see there were three separate brands. The Dralch had had several owners it seemed.

"Look, I don't know if you understand me but I'm moving on. I'll leave you a bit of net-sausage, it's all I have."

The Dralch only stared with the unblinking eye.

Tasmar was now beginning to feel very uncomfortable. He sat for several moments trying not to catch the creature's gaze. Feeling awkward, he rose to his feet.

"Well, I'm expecting company this morning, and I don't want to be here when they arrive So I'll be on my way. I suggest you do the same."

Tasmar headed back for the tent and began pulling up tent stakes and untying cords. As he knelt to his hands and knees to roll up the tent, he turned to find the Dralch standing behind him.

Alarmed, the half-grevan stood to his feet and drew a dagger.

The Dralch looked at the dagger and shook his head slowly. He then raised his giant hands and with a surprising show of dexterity and grace, began to make a flurry of motions and gestures.

Tasmar was dumbfounded. Was he trying to communicate?

"I don't understand" said Tasmar motioning with the dagger.

The Dralch sank to his knees and motioned for Tasmar to do the same. Reluctantly the half-grevan knelt before the Dralch. The Dralch reached down and with a gnarled finger began to trace in the snow. Tasmar watched with keen interest.

The Dralch slowly drew several characters. H-A-U-S-F-A-R. The Dralch looked up and pointed to himself.

Tasmar smiled, "Hausfar? Your name is Hausfar."

The Dralch nodded. He pointed to Tasmar and cocked his head.[4]

The unspoken question was understood. "Tasmar! My name is Tasmar"

The Dralch returned to tracing in the snow. Tasmar looked as the Dralch spelled a broken sentence with great difficulty. 'HAUSFAR GO TASMAR".

Tasmar shook his head. "No, No, Hausfar not go Tasmar. You can't come with me."

Haus'Far pounded the snow with his fist. Once again he pointed at Tasmar and then to himself.

"What am I going to do with a Dral..... Look I'm in a lot of trouble. Understand? I'm trying to hide. You can't come with me."

The Dralch stared in silence.

Tasmar continued, trying desperately to convince the creature that it would be impossible for the two of them to be travelling companions.

"Look, maybe you think I saved your life; you think you owe me something. Well, you don't."

The Dralch pointed to the words in the snow repeatedly as if emphasizing his words. Tasmar shook his head. A Dralch and a Half-Grevan travelling together? Tasmar stood to his feet and returned to gathering his belongings. He looked over his shoulder to find the Dralch, still kneeling pointing at the words in the snow. "What did it matter?" thought Tasmar to himself. A Dralch on foot wouldn't be able to keep up with him for long. Just a few miles traveling together and then he would leave the Dralch to fend for himself.

Dantor Broutfar looked over the papers before him and smiled. "Well, as far as I can see everything is in order. All we need is a nomination before the Bin'Parta and then press for a vote to make it all official. I can arrange the nomination. As for the votes, once I make it known that I'm supporting you, well...that's no problem either."

Jantess leaned back in his chair and sipped from his glass of wine. "I'm just not sure what this is costing me Broutfar. Why are you so intent on getting me assigned as General of the Bastion Guard?"

Dantor stood and moved around the table to stand before Jantess. "Just between me and you old friend, our dear Emperor hasn't long to live. His health has been failing for months. The Bin'Parta is filled with ambitious old fools who will try to grab power. I want someone who is reliable to hold the reins of the military strength in Soult Tet so that the wrong person doesn't take power."

"You want someone to save your ass when your protector meets his elders." snipped Jantess. "You've made many enemies in Soult Tet. You're beginning to realize the Emperor's shadow won't always be there to hide you."

"Why are you so hostile to me?" Broutfar snapped, "I'm just taking precautions. The next Emperor had better be a very remarkable character, or we'll all be learning a foreign language soon."

Jantess smiled, "What better man than yourself to save the Empire? And of course, I would be expected to support you when you make your bid."

Dantor's face turned red. "You read too much into things. Such thinking could be dangerous for both of us. I suggest you keep such comments to yourself."

Jantess relaxed and tried to constrain his antagonism. "As much as we despise each other Broutfar, there is one thing we both agree on. The Empire is dangerously close to collapsing, and that's why I'm accepting the post. We must serve as guardians to the Empire. There are enemies within our borders, as well as without."

Broutfar raised a glass. "Then we drink to your assignment as General of the Bastion!"

Jantess returned the toast and drank deeply. He smiled to himself and repressed the urge to laugh. He had quite possibly just pulled off the most brilliant bit of diplomacy of his career.

Next Issue:
The Road Home

Getting your hands on a copy of SHADIS doesn't require a major Quest!

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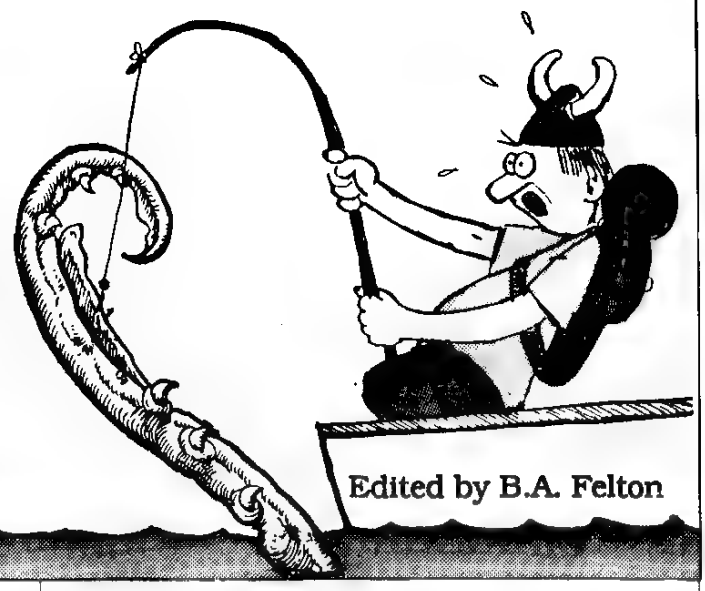
4. The Reader will remember Haus'Far as the Dralch that saved Scav Sagenthor from the Sturm-Wolf attack. (Issue no.#2 "Bones of Ruin") After paying the mage Kandraas help Scav recover, the Dralch sold Scav as a slave to the mines. (Issue no.#3 "Bones of Ruin")

Hook, Line and Sinker

Adventures on the Fly



Edited by B.A. Felton

Much to our surprise Hook, Line and Sinker generated more attention than any other feature we've offered in SHADIS thus far. Several readers submitted scenarios of their own. The Hook, Line & Sinker format provides the basic elements of an adventure, leaving the details up to the GM. This makes the HLS scenario truly generic and the adventures can be adapted to any system and for any party-level.

1. SUGAR AND SPICE (AND EVERYTHING NICE)

Hook: The party has learned about a small dungeon made of natural rock caverns and has decided to explore it.

Line: Upon reaching this wilderness location, they discover a homestead isolated from the rest of civilization (possibly subject to frequent monster raids). The peasant family is pleasant enough but appears to be hiding something...

After the party begins exploring the actual dungeon and has repelled gruesome animal beasts they find a room that holds a little girl. She cannot be more than 6 years old, has matted hair and is wearing furs. She obviously has made her home in this part of the dungeon, but how, with all those monsters running around?

Sinker: If the party tries to coax the girl back to the outside world, she will resist. If they drag her to the surface, and a moon is near a full or half phase, the little girl turns into a werewolf! This explains why the dungeon beasts would avoid her; she "smells" dangerous.

The peasant family will confess that their 25 year-old daughter had a liaison with a visiting hunter several years ago—and he happened to be were! (*A half-breed child born lycanthropic may differ in some ways from your game's monster listings.*) If the party kills or seriously injures the little girl, they will later encounter a vengeful werewolf, who still takes an interest in his bastard daughter's health and safety. The family may not realize that some spells cure lycanthropy, and would be grateful if the party arranged for such a spell to be cast on their daughter.

Pierre Savoie

2. A MOTHER'S LOVE

Hook: The party has entered a new town or city for the first time. After settling in and finding room and board the party decides to seek out a tavern and have a few drinks.

Line: As the party is heading for the tavern they pass a woman on the street. The woman is quite wealthy and accompanied by her entourage of bodyguards and personal servants.

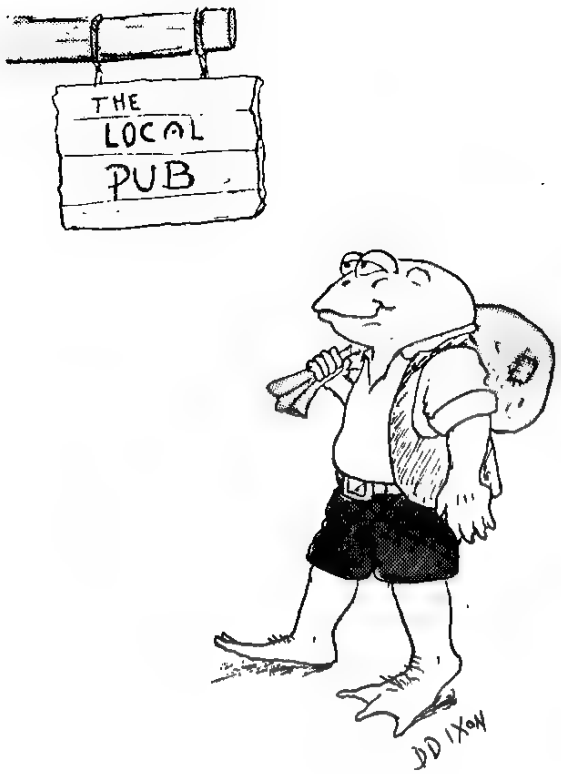
The woman stops dead in her tracks as if she's seen a ghost. Singling out one character in the party, she begins to scream and point, "My Lord, John, it's you! You're alive! You're alive! I knew it was all a lie!"

Sinker: The woman is the widow of a very powerful merchant. Adding to her grief, her only son, John was killed under mysterious circumstances a few months after her husband's death. Under local law, a woman cannot inherit her husband's wealth. The money goes to the eldest son. In cases where there are no sons, the wealth goes to the closest male blood relative of the husband.

In this case the woman's brother-in-law now stands to inherit the fortune. The fact is, the brother-in-law had John killed so that he would inherit his brother's wealth. The member of the party singled out by the woman looks almost identical to her dead son. The distraught woman snaps and nothing will be able to convince her that the party-member is not in fact her son.

If the party ignores her commotion and continues on, she will follow and call out for 'John' to wait. If the party runs she will order her bodyguards to catch 'John' and bring him back. If the other party members attempt to intervene, the woman will accuse them of kidnapping her son and 'turning' him against her.

This scenario could develop in several directions. The



"After successfully plundering the Wizard's Keep, Willbo Eeb, Halfling Master-Thief, heads for the local pub."

party-member may choose to exploit the situation. "Yeah, that's right lady, I'm your long lost son. By-the-way, where's daddy's money?"

Of course the evil brother in-law will know the party-member is an imposter and will try everything and anything to get rid of him.

B.A. Felton

3. THE MASTER'S MEDALLION

Hook: The party is in a dungeon that was formerly part of the castle of an ancient king.

Line: In a certain room of the dungeon, the party comes across a parchment in the ancient tongue of this area, before the Beast Wars (or similar war with evil monsters) levelled the castle and wiped out its inhabitants. When deciphered with language knowledge or a spell, the letter appears to be from the chamberlain (head servant) of the castle to his son, explaining where he hid his personal savings. These may be much smaller than the Royal Treasure Vault, but still worth looking for as a side-adventure!

Sinker: Nothing comes easily, especially when dealing with ancient and poorly understood writings. The chamberlain said he had a personal treasure vault fitted with a lock that could only be opened by a magical medallion. He split the medallion into three pieces and chose to explain where he hid the pieces in a cryptic poem:

"The first piece, with necklace, I hid in plain sight,
But without the two others it won't work out right.
The second I hid in a room full of wines;
You will have to endure some precipitous climbs.
The third piece I put in a face in the wall,
You must thrice tap a smile
in the Great Dungeon Hall.
They'll assemble by magic, with loud ring clack;
Then you press to the lock—
then be sure to step back!"

In this example the piece with necklace chain was cleverly concealed in the chain-work of a chandelier! The second piece was up a chimney in a room which no longer has wine casks. And the third is indeed concealed as part of a mural, with the exposed surfaces painted to better hide the glint of metal. The pieces magically jump together and assemble to form a medallion with 3 evenly spaced square notches cut from the circular shape. These notches fit grooves in a recessed hole in the wall with bizarre metal rods resembling a bundle of spaghetti. If the medallion is pushed into this assemblage of metal rod ends, the face in the medallion pushes in the appropriate rods by the exact amount required for each rod to open to the lock. Note that the poem alludes to some sort of proximity trap.

Endless variations are possible for more than one ancient castle official! Maybe the current inhabitants of the dungeon have "remodelled". So references to "the third door on the left" are meaningless, or the letter-writer talked in terms familiar to castle inhabitants but are meaningless to the explorers of the ruins.

Pierre Savoie

4. HERO'S BALLAD

Hook: The party is in a small town after having completed a successful adventure.

Line: A Bard approaches the party and claims to have heard of their wonderful success. He believes that they are true heroes, and he wishes to immortalize their feats in song.

Sinker: The Bard is actually looking for a group of adventurers to complete a task for him. After the party tells him of the adventures they have been on, he writes a song about them. The song is actually a powerful Quest spell. If the party listens to the Bard's song willingly they receive no save vs. spells and must complete the quest the bard sends them on before the spell is broken.

Note: The Bard may have already sent others on the same quest.

John Zinser

5. THE SET-UP

Hook: The party has just returned from a dungeon and finished splitting any treasures and wealth found there. To

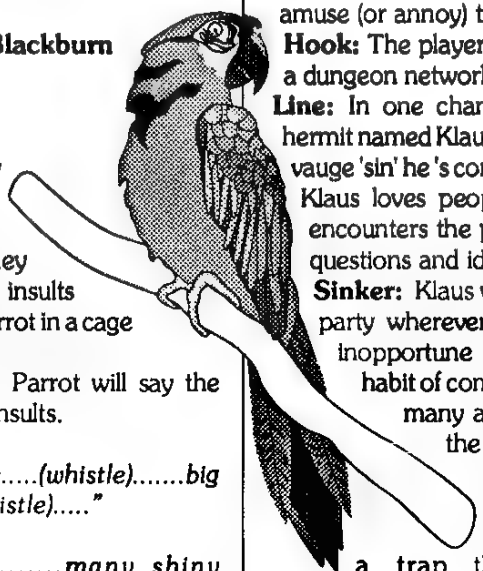
celebrate the party decides to go to a local tavern and drink.
Line: After the party has finished several rounds, the doors to the tavern burst open. Several dozen city guards enter the tavern and order everyone to sit fast. After order is achieved an elderly Magic User is ushered into the room. The mage appears to be concentrating and holds one hand to his forehead as he moves about the crowd slowly. Finally he stops in front of a party member and says, "He is the one who has it!"

Several guards will approach the party member and will demand that he put all his belongings on the table. If he refuses a battle is likely to start. If he agrees the guards will go through his possessions with great zeal. Finally one of the guards will pick up a completely ordinary item from the table and hand it to the Mage. The mage will handle it and nod his head. "Yes, this is it."

The guards and the mage will then leave as quickly as they appeared, leaving the poor party wondering what it was all about.
Sinker: This HLS is just a harmless joke devised to teach players the benefits of thinking things through before jumping into combat. The mage has been hired by a very wealthy client to find an item. The item once belonged to the client's father who is now dead. He has been searching for years in an attempt to recover it. The item taken is actually worthless and quite ordinary to anyone else. The party of course will probably go insane with rage, thinking they lost something of great worth or power. The DM can spur the party's suspicions on if he selects an item that was just found in the dungeon. If the party insists on getting the item back and finally manage to track down the client, they will find a pathetic old man who simply longs to have something that belonged to his father. Once they realize the truth of the situation, there may be several red-faces in the party, especially if the party hacked and slayed their way to retrieve the item.

Jolly R. Blackburn

6. PARROT FROM HELL



Hook: The party is in a town to buy supplies and equip themselves.
Line: As the party is leaving a shop (The type of shop is unimportant) they are suddenly barraged with various insults and curses. Looking up they see a Parrot in a cage suspended from the ceiling.

If the party pauses to listen, the Parrot will say the following things between his fits of insults.

"Three miles west of Great Falls.....(whistle).....big treasure, many shiny things.....(whistle)....."

"Find the key.....(whistle).....many shiny things.....(whistle)"

The shopkeeper does not seem to notice the bird's rambling but seems delighted that the party has noticed the bird. He will immediately set a price on the bird and pressure the party into buying it. He explains that the bird's insults are driving away business. He accepted the bird recently from a ragged mercenary who could not make good on his debt. He made the merchant promise to hold the bird until he could raise the money. It's been over a month and the merchant is fed up with the bird.

After the party buys the bird it will talk incessantly about shiny things and a key. The DM can decide if the bird really knows the whereabouts of a treasure horde and simply place a dungeon setting of his own design.

The Parrot will always speak in broken sentences resembling riddles. It should become obvious to the party that they will have to take the Parrot with them to find the treasure. When the Parrot sees a particular land-mark or feature he will rattle off some new clues.
Sinker: The Parrot is actually a wizard who has been polymorphed into a parrot. He has lost his magical powers and needs the aid of the party to break the spell. Breaking the spell requires that the parrot eat a rare form of algae that grows only in the mineral springs of deep caverns. The parrot uses hints of treasure and 'shiny things' to lure the party. It is up to the DM if the parrot leads the party to an actual dungeon with riches or a simple cavern in a remote area (With the normal variety of monsters of course). Once the parrot sees the algae it is seeking it will swoop (if not restrained) and begin to devour it. It should take 3-4 rounds for the spell to be broken.

Julia Roth

7. THE LONLIEST HERMIT

This scenario simply introduces an interesting NPC to amuse (or annoy) the players.
Hook: The players are exploring a system of caves for a dungeon network they've been hearing rumors about.
Line: In one chamber they stumble upon an elderly hermit named Klaus. Klaus is punishing himself for some vauge 'sin' he 's committed against humanity. However, Klaus loves people and conversation, and once he encounters the party, he will not stop with incessant questions and idle chat.
Sinker: Klaus will become a pest. He will follow the party wherever they go and will talk at the most inopportune times. Klaus also has an annoying habit of comparing every situation with one of his many adventures of the past. For example the party has just set off a trap and are recovering and tending to wounds. Klaus will start babbling something like, "You call this a trap? I once saw a trap that...." Klaus also has advice on any subject and will be quick to offer it. If his advice is not acted

upon, Klaus assumes the party simply did not hear him and will repeat his advice and expound upon it. If the party becomes ugly with Klaus and/or otherwise harm him physically or emotionally, he will break down and cry and curl up into a fetal position.

Tom Barnes

The following scenarios were specifically designed for solo-adventures. What do you do when you have an adventure designed for 4 to 5 players and only one guy shows up? Rather then send him home why not reward him for his loyalty. Run him on a solo-adventure.

1. Requiem of a Fighter (Fighter Solo-Adventure)
Hook: While drinking in a bar, a fighter is approached by an elderly-looking stranger who strikes up a conversation.
Line: The stranger claims he is a famous gladiator. His curse is that he has never lost a fight and now tires of the sport and wants to retire. Years ago, he explains, he was bestowed with special powers by an old mage. The spell prevents the gladiator from falling in combat. The problem is the Gladiator is old and tired now, and wants to live a normal life. However, his managers refuse to release him as long as he continues to win. Besides, he needs a sizeable amount of money so that he can start a new life. The Stranger then explains his plan to the player. He wants the player to fight him in the arena the next day. The stranger explains that he will bet against himself through a friend and 'throw' the fight. He will pay the player 500 gps for the favor. The stranger also explains that once the player wins the fight he will be bestowed with all manner of honors and prestige. "It's too sweet a deal to pass up." cooes the stranger, "I'll be rich and you'll be famous for besting an unbeatable fighter."
Sinker: The stranger is indeed a famous fighter. The problem is he is too famous and no one will fight him. In order to find new opponents the fighter frequents the bars and finds new-comers he can con. The clincher is that the Arena fights are to the death. This fighter has no intention of laying down and will fight to the utmost of his ability.

John Zinser &
Jolly R. Blackburn

2. All in the Recipe (Magic User Solo-Adventure)
Hook: The Magic-User is studying spells and lore in a local library.
Line: While exploring the library he chances upon a dusty tome hidden behind some normal books. Upon studying the book, the Magic-User realizes that there is an incredibly powerful spell listed, (Game Master's choice). All he has to do is gather the required spell-components.
Sinker: In order to cast the spell the Magic-User must gather some bizarre materials. The search for these components can lead to some unusual mini-adventures. Perhaps one component is a freshly plucked hair from the Emperor's head or a copper coin taken from the treasury of the thieve's guild, or even dung from an Albino-bat which is only found in the caves under Soult-Tet.

John Zinser &
Jolly R. Blackburn

3. One Thin Copper (Thief Solo-Adventure)
Hook: A thief is attempting to pick pockets on the street of a large city.
Line: After several attempts the thief manages to steal a coin purse and slip away. Upon examining his prize he discovers a very unusual copper coin among a handful of normal coins.

Sinker: The unusual coin is actually a magic item. This coin was devised by a Magic-User who was tired of being pilfered. The coin can be freely given from one person to another without consequence. If, however, the coin is stolen or taken without the knowledge of the current owner, the coin bestow's bad luck on the new owner. The coin will cause a thief to fail ALL pick-pocket attempts and be detected. The only way to break the curse is to return the coin to its rightful owner.

John Zinser &
Jolly R. Blackburn

4. A Matter of Conscience (Cleric Solo-Adventure)
Hook: A Cleric is browsing through a shop in a small village.
Line: Among the items available the Cleric is shocked to find a holy-item of his religion. This item is sacred and can only be touched or held by a mega high-level priest. The Cleric knows that the dictates of his religion calls upon him to return the item to a temple.
Sinker: The store owner wants a ridiculously high price for the item. Still, the Cleric feels duty-bound to secure it. If the Cleric insists on haggling over the price, the Store owner will become nervous and place the item behind the counter. If the Cleric threatens the Store owner or intimidates him, he will summon his two burly sons and ask the Cleric to leave.

B.A. Felton

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FROM THE SCROLLS OF GREYTAR

TERON: DEN OF THIEVES

Greetings dear readers,

I trust that you are ready for another lesson on Alderac. Undoubtedly you've already noticed the color map in the center of this issue of SHADIS. Jolly asked me if I would devote time to illuminating our dear readers about Teron Terac, in his memoirs "A Soldier's Journey" had this to say about Teron;

"They say that the Soult River Basin is good for breeding cattle; that the Grevan Steppes are prime for breeding horses and that Teron is only good for breeding thieves."

I couldn't have said it better myself. There is just something about Teron that is 'no-good'. There's an old joke in Soult Tet that has been going around for years. When somebody misplaces something and says, "I can't seem to find my other shoe.", invariably someone will quip, "It must be in Teron by now "

Teron lies on the southwestern edge of the Sadok forest where the Grand Tim River meets the Baltim River. Two well established trade routes merge at this point making Teron an ideal place for merchants and weary travelers to lay over and exchange wares.

As I've already indicated, Teron is notorious for the number of thieves and brigands that use the small trading center as a base to work from. The proximity of the Sadok Forest with it's labyrinths of gullies's and dark foliage provide quick escape and refuge.

The site Teron occupies has been settled for nearly 500 years. The original settlement to occupy the site, (Sadotia) was burned and destroyed in the year 5 TR by order of the Emperor to curb the spread of the withering disease which had been sweeping up the Baltim river. In 32 TR the Emperor, Targeem III, began to establish a courier/patrol network through out the Empire proper. Millions of SRs were drained from the Imperial treasury to finance the program which included the upgrading of roads and construction of new bridges.

In 42 TR, under this same program a detachment of military-engineers arrived at the ruins of Sadotia to build a bridge across the Baltim. The commander of the detachment was an undistinguished officer named Etian Teron. The bridge constructed under his supervision soon became known as the Teron Bridge. A toll station was constructed on the west end of the bridge and two toll-takers took up permanent residence to collect the 2 kiver fee for crossing the bridge. It wasn't long before an enterprising merchant from Torchgal constructed an Inn on the east side of the bridge among the picturesque ruins of the old town. Others followed and the new town that began to take life came to be known as Teron.

In 52 TR the two-man toll station was upgraded into an Imperial Patrol Station This was the provincial governor's answer to the increased activity of thieves in the area Over the years the Station has been gradually expanded to it's present day strength.

In 64 TR an rich source of copper-ore was discovered near Teron by a mason quarrying stone. The Empire claimed exclusive mining rights to the area and made immediate plans to begin mining operations. Convicted criminals were transported to the sight by river from the Provincial Capital city of Abos to work the mines. The Imperial Patrol Station was given a dual-role. In addition to normal duties of patrolling the highways of the region, the station also was responsible for running the mines and seeing that ore shipments safely reached Abos.

Over the years as mining activity has increased, more and more slaves and prisoners have been brought in to supply labor. Thousands of slaves have escaped to freedom over the years into the web of the Sadok Forest. These runaway slaves have formed numerous bands of thieves and cutthroats which plague travellers throughout the region. 'Sadok Thieves' are known the Empire over. Many people mistakenly believe that the Sadoks are a single, unified band of thieves operating under the direction of a single Master. The truth, however, is that hundreds of bands are operating in the forests. One or two of the bands control vast areas and are notorious for their crimes The Black Thorns are one such band.

The Black Thorns became so powerful that they managed to seize control of Teron's political structure and guilds.

The present Vard'Gra (Mayor) of Is Relnus Atchinkar. Relnus seized control of Teron in 105 TR after a bloody coup. Supporting his take-over was the Thieve's Guild. The citizens held their breaths as rumors spread that the Imperial Patrol Station had orders to secure Abos and to restore order. After an investigation by the commanding officer, the Emperor was advised that the new Vard'Gra had in fact, stabilized the town's political control over the region and recommended that he be left in power. The Emperor complied and since that time Relnus has been elevated to a local hero for apparently standing up to the Emperor and living to talk about it. There have been rumors that Relnus 'bought' the Imperial Commander's allegiance.

For a small town, Teron has a very complex make-up. Various factions and clans have risen which have kept Teron embroiled in feuding and inter-fighting over the years.

Explanation of Map Directory:

Note· A very common structure in most Imperial cities is the Grottle. Grottles are large buildings which sometimes take up several city blocks. They are at least two stories in height and sometimes up to four stories. The first floor of Grottles are filled with shops and businesses. The upper floors are the residences of the shopkeepers and their families. Many Grottles are occupied entirely by one family or clan. The shops found in each Grottle tend to be of one type or inter-related. For example one Grottle may have only metal-working industries and shops in it. Another may have only bakeries, butchers etc.

In larger cities there are huge grottles which in addition to housing shops of one type, also hold the Guild Hall for that particular craft or trade

1. Twist of Fate Inn:
Proprietor: Janx Varstin

The Twist of Fate Inn is the most prominent building in the main part of town. In addition to serving drinks and the best sour-meat stew in the region (a thick soup made from river-eel and wild onions), the Inn also is a front for the local Thieves Guild. Here stolen goods can be bought and

sold in the backroom.

Janx, himself is not an active thief and devotes himself with the business of running the Inn. He does not approve of the nefarious activity that takes place in his establishment. He allows it out of fear and pressure from the Guild.

Janx is a retired soldier. He claims that as a young soldier, he was wounded by thieves on the road to Teron and spent three weeks recuperating in the Inn. Years later when he retired he passed through Teron and stayed at the Inn. He was informed that the Inn was for sale and traded his pension papers to buy it. He renamed the Inn, "Twist of Fate" and has been running it ever since.

Janx has a fondness for anyone who has served in the Legions. He will generally buy a round of drinks for anyone claiming to be a veteran and then talk of his experiences.

2. Grottle - Farmers:

This Grottle is occupied by farmers and their families. Besides tending to the communal crops (16) there are vineyards along the banks of the river.

3. Broken Forge Smitty (Blacksmith)
Proprietor: Ralg "Moss" Klestron

The Broken Forge draws much of its business from the local mining industry.

Ralg makes and repairs pick-axes, shovels, chisels etc. Occasionally he produces weapons on commission. Ralg has two apprentices working under him.

Ralg is also the Master of the Guard for Teron's civilian Nightwatch. As such, Ralg is often suspicious and cold to strangers.

4. Grottle - Bakers/ Butchers:

This Grottle specializes in baked goods as well as various meats.

5. Warehouse:

This large warehouse was once used to store wine while it aged. Several years ago a mysterious stranger to town bought the warehouse and had it emptied of it's contents. One day a caravan arrived at Teron and twenty wagon loads of goods were placed in the warehouse. The building was then boarded up and the stranger has not been heard from since.

6. Vard'Gra's (Mayor) Manor:
Relnus Atchinkar, Vard'Gra

This impressive limestone building is the residence of the town's Vard'Gra. The building is fairly new and was built by the current Vard'Gra. (The old Vard'Gra's Manor was burnt to the ground during Relnus' seizure of power.)

The Vard'Gra spends most of his time confined to the Manor and apparently he's not alone. From time-to-time a woman with extraordinarily red hair is seen looking out over an upper balcony.

7. Town Hall - Guild Master's Forum:

This large stone building serves as the seat of the town's political structure. Here the business and affairs of Teron are conducted on a day-to-day basis. The Forum also serves as a courtroom where the Rader'Keem sits in judgement over the accused. It is against the town's ordinances to carry weapons into the Forum. (Passed after an attempt on the Vard'Gra's life as he sat in session.)

8. Tomb of Sadotia:

This is the oldest structure in Teron and actually dates back to the original settlement of Sadotia. Sadotia is a very vague figure from history whose deeds have been lost with the passage of time. It is doubtful that anything of value lies within the tomb since the southern wall has obviously been breached years ago.

9. Rader'Keem's Estate:
Vintus Prator, Rader'Keem

This is the personal residence of the Rader'Keem who is the appointed Imperial Judge of the Region. Vintus is a stern character and resists corruption. Vintus holds to the teachings of the Kabalath which basically teach that it is better for the innocent to be punished then for the guilty to go free. When it was pointed out that a man he had sentenced was actually 'innocent', Vintus commented, "It matters very little. He was guilty of something. I'm sure of that."

10. Stable:

This large stable was partially destroyed by fire recently and is under going repairs. (The building caught fire when Daksar's men burnt the Temple of Benyar.) The building belongs to the Bright Copper (Blacksmith). Usually 1d30 horses are kept here. There are also four rooms for rent in the upper lofts (25% chance there will be a vacancy.)

11. Vestimar Forum (Marketplatz):

This is not a building but a large area paved with stone. Here vendors set up their tents and sell a wide variety of goods. Merchants must pay a 10 SR fee per week to set up a booth. On important occasions civic functions and festivals are held at the forum The Forum closes at sundown. In the center of the forum is a pillory where criminals are chained and exposed to public ridicule.

12. Temple of Benyar. (Ruins):

This was the temple of Benyar. Now only charred timbers jut out of the fragmented stone walls. The blackened walls are covered with flowers and religious symbols left by distraught followers. It is rumored that a new Benyaran Priest has been dispatched from Abos and will be reporting shortly. (The temple of course was destroyed by Daksar and his army of thieves. See The Dead Guild for details.)

13. Temple of Shona:
This temple is also in ruins but there are already signs of reconstruction underway. Since the Vard'Gra of Teron is a devoted follower of Shona, the temple has received special attention (and diverted funds from the town treasury).

14. Grottle (Metalworkers)
This grottle is devoted to the metal-crafts. Since copper and tin are readily available from the mines there are an abundance of items made from these materials.

15. Grottle (Lower-Class):
This large cluster of buildings has been relegated to the lower classes. The building is in appalling condition. Among those who choose to live here are freedmen, fugitives and those lacking the skills to find good work. The Grottle attracts illegal trade and activity.

16. Communal Crops
Here various crops are grown as a joint effort by the citizens of Teron. This is a common system throughout the Empire. Citizens invest money at the beginning of each growing season and receive shares of the harvest based on the amount of money invested. The small building is the residence of the Crop Master and his workers.

17. The Brass Tankard:
Proprietor: Jarl Pakor
This inn and tavern boasts a fighting arena. On most nights patrons can watch men and beasts engage in bloody brawls. (Commonly billed as "Free-For-All Brawls". Tournaments are run in which winners move on to other cities and towns in the province to compete for large purses. Blunt weapons are the norm and Jarl attempts to halt the fights just short of one combatant suffering a fatal injury, but death in the pit is not uncommon. The Imperial Patrol commander proclaimed this Tavern off limits to his soldiers recently, cutting the Tankard's business nearly in half. Jarl is a middle-aged man with a terrible temper that is famous in Teron. Is is said he once pulled an Imperial Officer off his horse and bashed his face in for splattering mud on him. (He served four months in Stone Keep for that offense)

18. Imperial Patrol Barracks:
This building serves as the barracks for soldiers assigned to the Imperial Patrol Post. There are also kitchen and dining facilities located in the building.

19. Imperial Patrol Post: Teron Station:
Officer In Charge: Tintial Clast, Captain
This building serves as Headquarters for the local Imperial Patrol. From here daily patrols and escorts are dispatched to Herstival, Torchgal and Saraka.

Up to 1 hundred horses are kept in the fenced area behind the building. The building is partitioned into a stable, a smitty and the officer's quarters and offices. In addition there is an armory and a small vault which holds the detachment's payroll and treasury.

Besides patrolling the roads and trade routes the Post also is responsible for collecting the tolls for Teron Bridge and guarding the bridge in times of crisis.

Tintial Clast, the officer in charge of the post, is an old soldier with a long battle-record under his belt. It is rumored that he had an affair with an Imperial Senator's wife. When the affair was brought to light, Clast was demoted and assigned to Teron. Clast keeps to himself most of the time and seldom frequents the taverns or inns.

20. Stone Keep:
This large stone structure stands empty and in near ruins. It was originally a small fortified keep constructed during the Ragean Civil War. It has several prison cells in it's lower chambers which are occasionally put to use by the Imperial Patrol. For the most part however the building is uninhabited.

21. Bright Copper (Blacksmith):
This smitty is operated by Hangus Tal'kar. Hangus has is notable because he was once a slave and fought as a gladiator in the arenas. He was freed and given a sizeable sum of money after winning great victory in the arena. Hangus put his money to good use and built his own business. Hangus loves horses and breeds them. He loves to boast that he has the only two full blooded Sarlangan Horses in the province.

22. Gentle Ox (General Store):
This store sells a wide variety of non-perishable goods A woman runs the store (Jiltris Malrane). Her husband mysteriously disappeared about the same time Daskar was killed.

23. Grottle (Leather/Furriers):
This Grottle is occupied by leatherworkers and furriers. Local citizens refer to this Grottle as 'Stench'. It seems that the furriers are a little lax in disposing of the animals carcasses after they are skinned.

24. Grottle (Armorers):
This is an unusual Grottle and is occupied by a single clan. Armor for the Imperial Legions is made here and shipped to Abos. The head of the clan is Yartan Hars'fang. Under his stern supervision, bronze breast plates and shields are hammered out and polished to a high gleam.

25. Grottle (Lowerclass):
This grottle is similar to 15.

26. Temple of Gron'Fyr:
This temple to the god of the dead sits in a remote area on the edge of town. The community graveyard is located behind the temple. The temple is nothing but a fire-gutted building now, Daksar's men did their work well. There is a small path leading into the forest near the temple which leads to a forest shrine.

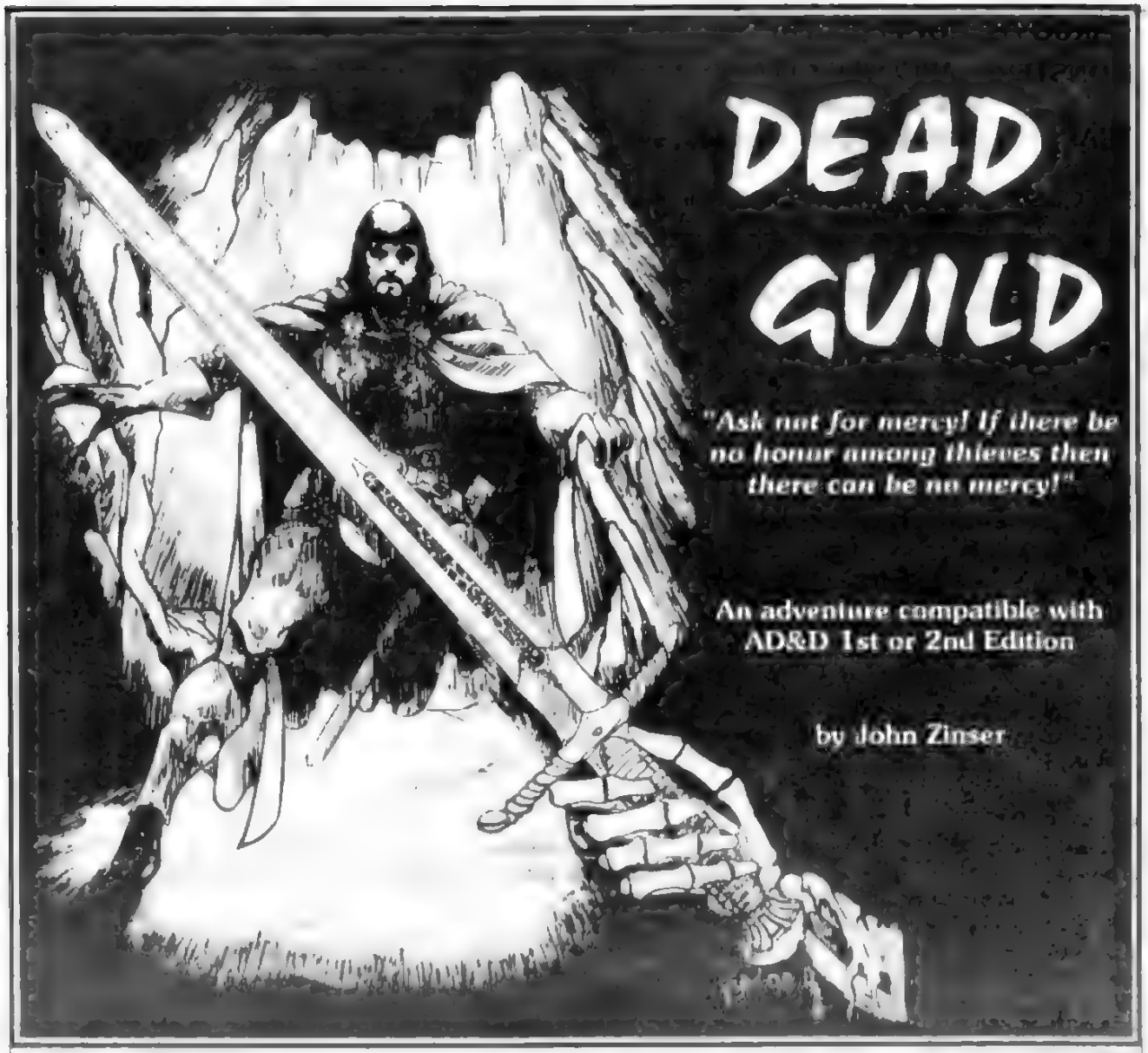
27. Temple of Aknar:
This temple is described in full in the adventure "Dead Guild" included in this issue.

28. Barracks (Slaves/Miners):
This large building serves as barracks for the mine-workers. The building is made of stone and is fortified. There is a guard-house built into the barracks which houses 8 guards and one captain.

29. Master of the Mines' Quarters:
This is where the officer in charge of the mines lives along with his family. The building also houses a guard room and a vault.

30. North Mine:
This is the entrance to North Mine. It was the first mine to be tunneled and is the deepest of the two. (Note: the secret escape tunnel from the Thieves Guild does not connect to this mine.)

31. South Mine:
This is the entrance to South Mine. It produces more copper than North Mine. The secret tunnel from the Thieve's Guild connects to this mine. The entrance to the secret tunnel is concealed by several false support beams.



INTRODUCTION:

Dead Guild unveil's the Alderac Group's new standard adventure format. This format was devised with one thought in mind, reducing the amount of time and energy required to run the adventure.

With minimal preparation, any GM should be able to run The Dead Guild after reading it only once. I wouldn't recommend running any adventure without proper preparation. However, I realize that the 'real' world makes demands on our time and that it isn't always possible to do so.

I think you will find that this revolutionary approach will save you time and make the adventure more enjoyable for you and your players.

THE LAYOUT

You should immediately notice some visual differences between our layout and the typical adventure. Key elements of the adventure catch the eye. This helps to alleviate the common problem of having to search the text for stats, treasure and magical items.

The heading at the beginning of each room or encounter is the key to running the adventure. Anything that is going to happen in the room of consequence will be listed under one of these headings.

Note: ANYTHING WRITTEN IN ALL-CAPS TAKES PRECEDENCE OVER ALL OTHER ENCOUNTERS IN THAT ROOM.

GARGOYLE ROOM (EXAMPLE)

MONSTER: GARGOYLE ATTACKS ANYONE ENTERING THE ROOM!

TRAP: Needle Trap on wooden chest.

SPECIAL: Gargoyle is wearing a gold necklace.

EXPERIENCE LEDGER

❑ Gargoyle Flees	250
❑ Gargoyle Killed	625
❑ Trap Disarmed	50

TREASURE ACQUIRED

❑ Necklace, gold	200

EXAMPLE:

MONSTER: Any creature considered a monster will be listed here. Listings presented in all caps like the one above take priority in the room. In the example above the party will be attacked by the Gargoyle as soon as they open the door. The GM should resolve such encounters before reading any room descriptions.

TRAP: Same as the monster listing except it will list any traps or pit falls in the room. In the example above the GM will know that the chest is rigged with a needle trap before he reads the text.

SPECIAL: This listing is a catch-all for anything else important in the room such as locked doors, magic items, etc.

EXPERIENCE LEDGER: Anything characters can gain experience points for in the room is conveniently listed here. The GM simply checks the items as the players complete a task or acquire items. When the adventure ends, the GM simply tallies his ledger notations and awards points. In tournament modules this area is used to keep track of tournament scoring.

ITEMS ACQUIRED: Here the GM can check off any treasure or items acquired by the players.

BOXED TEXT: Any Text appearing in italics and boxed is to be read to the party. These include descriptions of rooms and monsters.

GM: As usual this is information privy to the GM. Encounters, stats etc.

We hope you enjoy Dead Guild. If you have any tips on how to make adventures more playable, please send them in. We are always interested in improving the quality of our work.

FORWARD

"Dead Guild" is an adventure for a thief of at least 5th level and his party of adventurers. This adventure is designed to benefit thief characters, but it would be a wise move on the part of the player character thief to include a mixture of other classes in the adventuring party, especially a cleric.

The background information on this adventure is to be read first to players who are running thieves. After they have an idea of what they are up against, they can involve other members of the party as they see fit. Part of the intrigue of this adventure is the fact that the thief can mislead his adventuring companions (as many thieves do) into believing that there are great riches to be found in the temple. In reality, the thief probably knows that anything of value left inside will probably be of more use to him than anyone else. This adventure will give thieves an opportunity to lead an adventure instead of lurking behind in the shadows.

PLAYERS' BRIEFING

"If it truly be a temple of thieves then what are the chances of finding anything of value within those walls?" The words of the venerable GuildMaster stick in your head. After asking the Master Thief why there were so many flies in Teron, the old man answered by telling the tale of the famous thief, Daksar, and his Thieve's Temple. The old master issued a stern warning, "Flies feed on the dead. They'll be feeding on you if you don't stay clear of Teron." His words only feed your insatiable curiosity. What fabulous treasures would a master of thieves have hidden in his own home? Daksar was once considered the best of the Sadok Thieves. It is said he controlled the trade-routes coming to and from Teron, that nothing came or went without his approval. Then came his obsession with the forest god, Aknar. Daksar ravaged the treasury of the Thieve's Guild to build a magnificent temple to Aknar. In the end his obsession caused him and his followers their lives.

The true story of Daksar's death is known to few, but your Guildmaster conveyed the following information when you expressed an interest in the now abandoned temple of Aknar which sits quietly outside the town of Teron. The temple of Aknar was once Daksar's home. It is said Daksar arrived in Teron one day, posing as a legitimate merchant. He made quite an impression on the citizens of Teron for he was very quick to dole out gold coins for various goods and services. Almost immediately Daksar purchased a large manor house situated on the edge of town. Daksar's new home was soon

being frequented by a multitude of unsavory types. Daksar was making a lucrative living purchasing stolen goods taken by the Sadok Thieves along the local trade-routes.

Soon Daksar began to feud with various factions of the Sadok Thieves in his effort to exert control over them. The details are sketchy, but eventually, Daksar emerged as the uncontested master of the Sadok Thieves. Surrounding himself with a small army of henchmen, Daksar boasted that he was the Master of the Sadoks. It was widely believed that nothing of value entered or left Teron without Daksar's knowledge or approval.

Daksar held little regard for the presence of Imperial Troops in Teron. When word reached him that an old friend from Soult Tet had been imprisoned and sent to the mines of Teron as a slave, Daksar engineered his escape. Over the years, Daksar freed so many slaves and criminals from the mines that three different Imperial Commanders were relieved of duty. Meanwhile, Daksar's ranks swelled with escaped convicts, men who possessed a wide range of thieving skills.

Always mindful of the many enemies he had made taking power, Daksar set about fortifying his home and constructing an underground fortress. Daksar also sought ways to extend his power and eventually made an effort to extend his domain to the south. He pitted his army of thieves against the notorious Black Thorns. The Black Thorns controlled all theif activity around the provincial capital city of Abos. One night, Daksar raided a temple near Abos that was rumored to be a base of operations for the Black Thorns. To Daksar's surprise, the temple was actually the Guild Treasury of the Black Thorns. Daksar returned to Teron in triumph. As the booty was sorted, several mysterious relics associated with the god of Aknar were discovered. These Daksar took for himself with no explanation.

Soon afterwards, Daksar assembled his officers and made a shocking revelation. It was his desire to build a temple to the god of Aknar. As his dismayed henchmen listened, Daksar instructed that the Guild Treasury be made available to him so that he could transform his manor into a temple. Daksar announced that he had made his priestly-vows to Aknar and was now devoting his talents and resources to furthering his new found religion.

Construction on the temple began even as Daksar stepped up his war on the Black Thorns.

One night Daksar awakened from a dream. He immediately assembled his men and informed them that Aknar had appeared to him in a dream and told him to destroy the temples of all other gods in Teron.

His men argued that such an act would bring the citizens of Teron against them, not to mention the Imperial Patrol. And what of the gods?

Daksar refused to be swayed, and his orders were carried out. Over the next two nights the Temple of Shona and the Temple of Benyar were sacked and burned. As instructed every priest was murdered.

Only one other temple besides Daskar's remained in Teron, the Temple of Gron'Fyr, god of the dead.

Daksar and his men attacked the temple of the dead one night a few weeks later. Once again ,they killed all the temple priests. As the flames consumed the Temple of Gron'Fyr, a bone-chilling scream pierced the night sky.

Over the course of the next few days, bodies began to show up all around Teron. All of the victims were known thieves. The citizens of Teron spoke in hushed voices. Some horrible creature was preying upon the theives. A week after the Temple of Gron'Fyr was destroyed the head of Daksar was found impaled on a spear shaft and erected in the middle of Vestimar Forum. (Daksar's body was never found)

The bodies continued to show up, and each time the victim appeared to be one of Daksar's unsavory henchmen. As the months passed they appeared to stop. Occasionally another body was found lying on the outskirts of town. The citizens of Teron point to such victims and say "There lies another thief, fallen prey to the Curse of Daksar!" For it is beleived that any thief foolish enough to ply his trade in Teron will suffer the same fate.

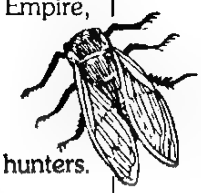
"Yes, there may be treasures to be found in Daksar's temple of thieves, but anyone foolish enough to go there is inviting the wrath of the gods. Teron is a cursed town any way you look at it. Better to ply your trade in the big city where the god's don't seem to notice the day-to-day activities of their followers."

The Guildmaster left you with those final words of wisdom. You scoff. Curse? Wrath of the gods? A children's story. The only thing you're sure of is that the prospects are too tempting to ignore.

FOR THE GAMEMASTER

As you may have already guessed, Daksar and his followers were killed by undead. The high priest of the Temple of Gron'Fyr, (Bolgaron), prayed to his god one last time as he lay dying on the temple's altar. The last request Bolgaron made of his god was revenge. Gron-Fyr granted the use of a REVENGE spell just before high priest died. Unfortunately for the priest he did not understand the intricacies of the very powerful spell and he mis-cast it. Since, in many ways, the revenge spell is very similar to a wish spell the wording of the desired revenge needs to be very specific. Bolgaron's curse on Daksar was vague. As he was slowly and painfully dying, he cast the spell and cursed not only Daksar but all thieves. The high-priest rose from the dead as a Death Bringer and began to extract his revenge on Daksar and the other thieves living and working in Teron. Unfortunately for Bolgaron his wish for revenge on the thieves of Teron has placed him

on constant guard of the town and Daksar's temple. In the last few months Bolgaron raised his victims as undead, and they now guard the ruins of the temple of Aknar, Bolgaron's new home. To date Bolgaron has not killed any non thieves or wandering travellers, and he has instructed his followers not to leave the Temple of Aknar. The Temple has been closed and boarded up by order of Tincial Clast (Imperial Patrol Commander) pending further investigation, which never seems to come. If characters express an interest in the Temple, or if they let the citizens in on what they plan to do, they will be warned off. If they persist in asking too many questions, they will be escorted out of town. (Note the party will be breaking the law when they enter the temple.) Teron now seems pretty much like any other small town in the Empire, with one noticeable excepton; swarms of flies have descended upon the town.



Background on the Aknar Cult

Aknar is associated with wolves, Sturm-wolves in particular. The god is popular among thieves, soldiers and hunters. It is purported that Aknar can bestow prowess and stealth on the faithful.

Because the cult is often linked with nefarious activity, Aknar has become increasingly unpopular in the Empire. Aknar has become the god of the lower classes to a large extent. Smaller towns and villages still have prominent temples dedicated to Aknar. However, in the larger cities, worshippers of Aknar have been forced underground.

Worshippers of Aknar are forbidden to kill wolves. The only exception is that Priests of Aknar must ritually kill a wolf as part of their rites of ordainment. The pelt of the dead wolf becomes part of the priest's garb. It is believed that the wolf's powers are then bestowed upon the priest. High-level priests are allowed to kill Sturm-Wolves for this purpose when assuming higher offices.

TEMPLE OF AKNAR

MONSTER: Undead Sturm-Wolves (2) in Altar Pit

TRAP: PIT TRAP AT ENTRANCE

SPECIAL: Coin Pouch (50 SRs)

EXPERIENCE LEDGER

❑ Avoid Trap	50
❑ Undead Sturm-Wolf #1	800
❑ Undead Sturm-Wolf #2	800

TREASURE ACQUIRED

❑ 50 SRs	50

Temple of Aknar (Main Temple Area)

GM: This large open area is where the rituals of worship are performed. Characteristic of most Aknar temples, the main worship area is cold and dark. There are no benches, decorative motifs or valuables to be found. The most remarkable features are the numerous supporting pillars which resemble the trunks of large trees giving the impression of standing in a forest.

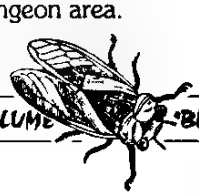
A: Pit Trap

Directly in the foyer of the temple is a pit trap. Anyone stepping onto it will fall into a ten foot pit and land with a thud on a pile of decaying cadavers. The pit was originally set with spikes at the bottom, but so many victims have fallen prey to the trap that the character is unscathed, though badly shaken. If the bodies are searched a coin pouch will be found containing 50 SRs. (This trap is a gentle reminder that the players are in a temple of thieves and need to be on guard.)

B. Altar/Pit

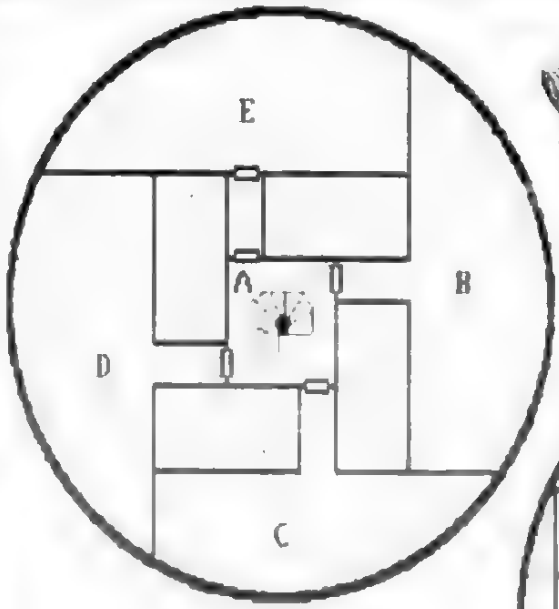
At the back of the temple is what appears to be a raised stone platform. The raised area appears to be an altar at a distance. Once approached it is realized that it is actually a walled pit. In front of the pit are two steps leading to the top of the wall.

Inside the pit silently pacing back and fourth are two huge wolves. If the party looks over the edge the wolves pay them no notice and continue their vigilant pacing in the pit. The wolves are actually **UNDEAD STURM WOLVES** HD 6 HP: 31,27 AC 6 #At: 1 DA: 1-12 SA: Damage caused by bite can only be healed naturally . SD: Feign Death. After taking 1/2 total HP Damage, they will fall to the ground as if dead. They will rise again to attack in 3 rounds . The wolves were once Daksar's pets. They have recently been put in the pit by Bolgaron to guard the entrance to the Thieves Guild. The party will probably attack the wolves from the edge of the pit and will successfully "kill" them. Anyone entering the pit will be attacked by the Sturm wolves. The metal grate can easily be removed from the pit to reveal a ladder going to the dungeon area.

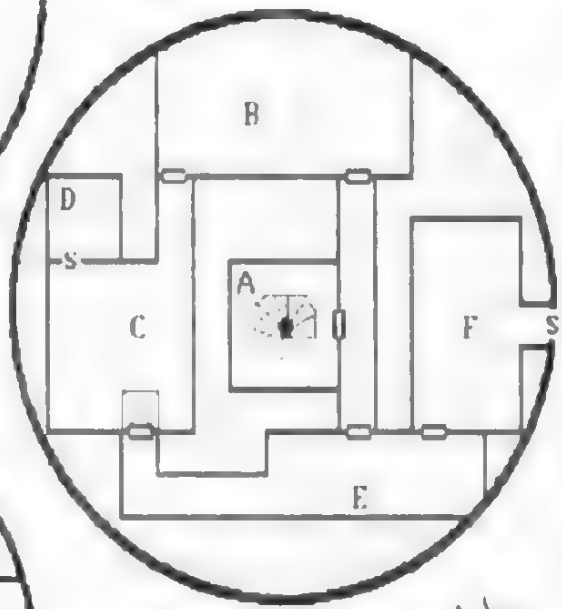


DEAD GUILD

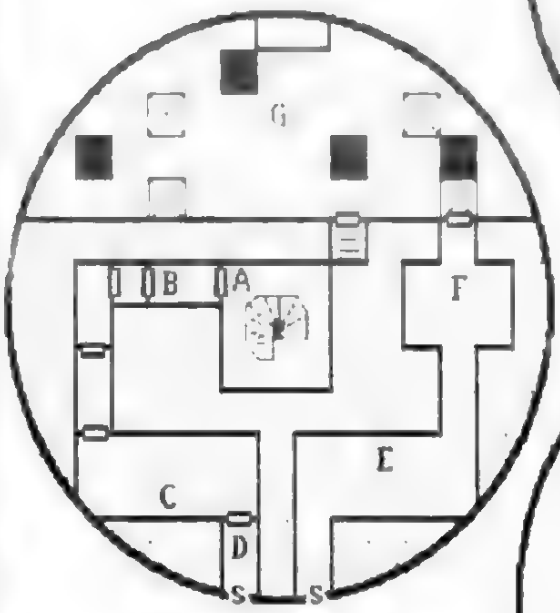
The Tower



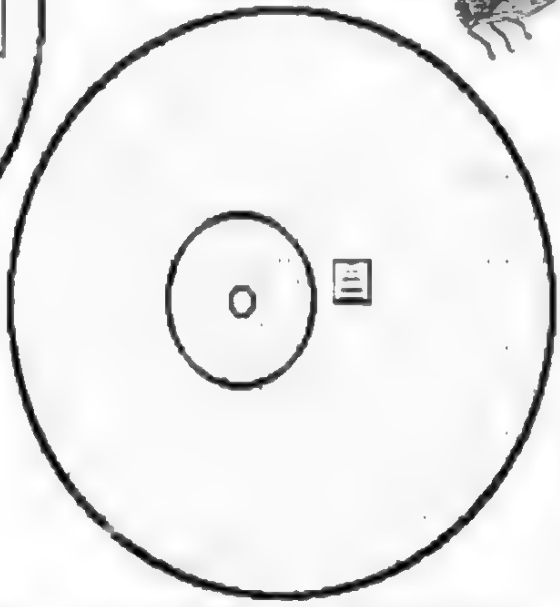
LEVEL 1



LEVEL 2



LEVEL 3



LEVEL 4 (ROOF)

Maps by J.R. Blackburn 1992

TOWN DIRECTORY

BLDG NO.

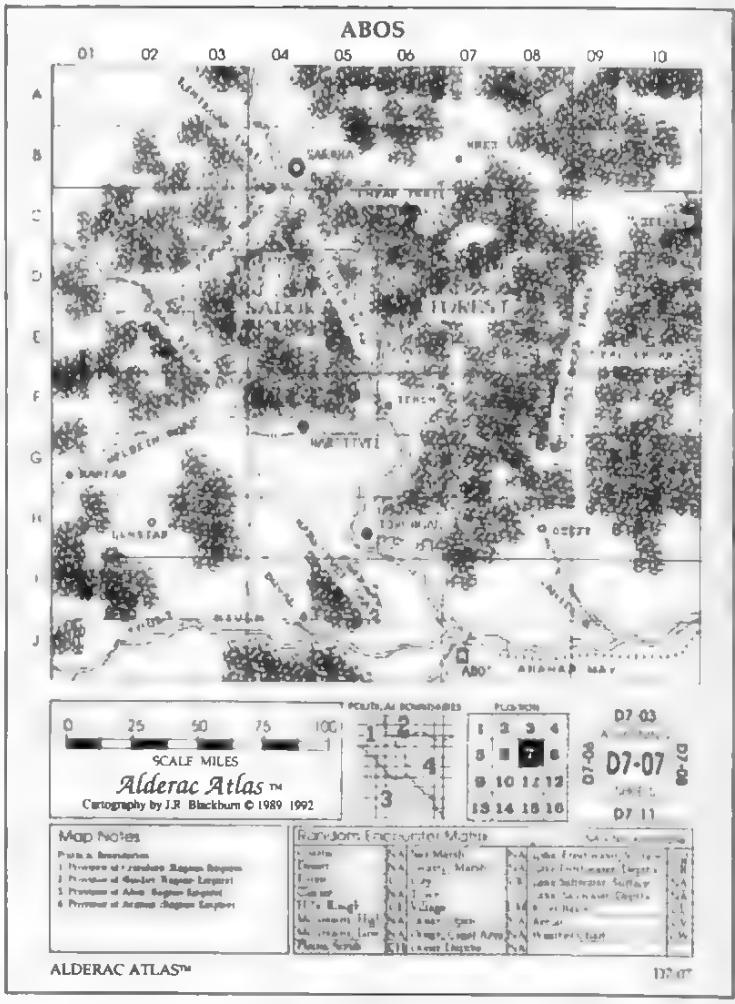
1. .....Twist of Fate Inn
2. .....Grottle (Farmers)
3. .....Broken Forge Smitty (Blacksmith)
4. .....Grottle (Bakers/Butchers)
5. .....Warehouse
6. .....Vard'Gra's (Mayor) Manor
7. .....Town Hall/Guild Master's Forum
8. .....Tomb of Sadotia
9. .....Rader'Keem's (Judge) Estate
10. .....Stable
11. .....Vestimar Forum (Marketplatz)
12. .....Temple of Benyar
13. .....Temple of Shona
14. .....Grottle (Metal Workers)
15. .....Grottle (Lower Class)
16. .....Communal Crops
17. .....The Brass Tankard Inn
18. .....Imperial Patrol Barracks
19. .....Imperial Patrol Post (Point Teron)
20. .....Old Stone Keep (Prison)
21. .....Bright Copper (Blacksmith)
22. .....Gentle Ox (General Store)
23. .....Grottle (Leather/Furriers)
24. .....Grottle (Armorers)
25. .....Grottle (Lower Class)
26. .....Temple of Gron'Fyr
27. .....Temple of Aknar
28. .....Barracks (Slaves/Miners)
29. .....Master of the Mines Quarters
30. .....North Mine
31. .....South Mine

GENERAL INFORMATION

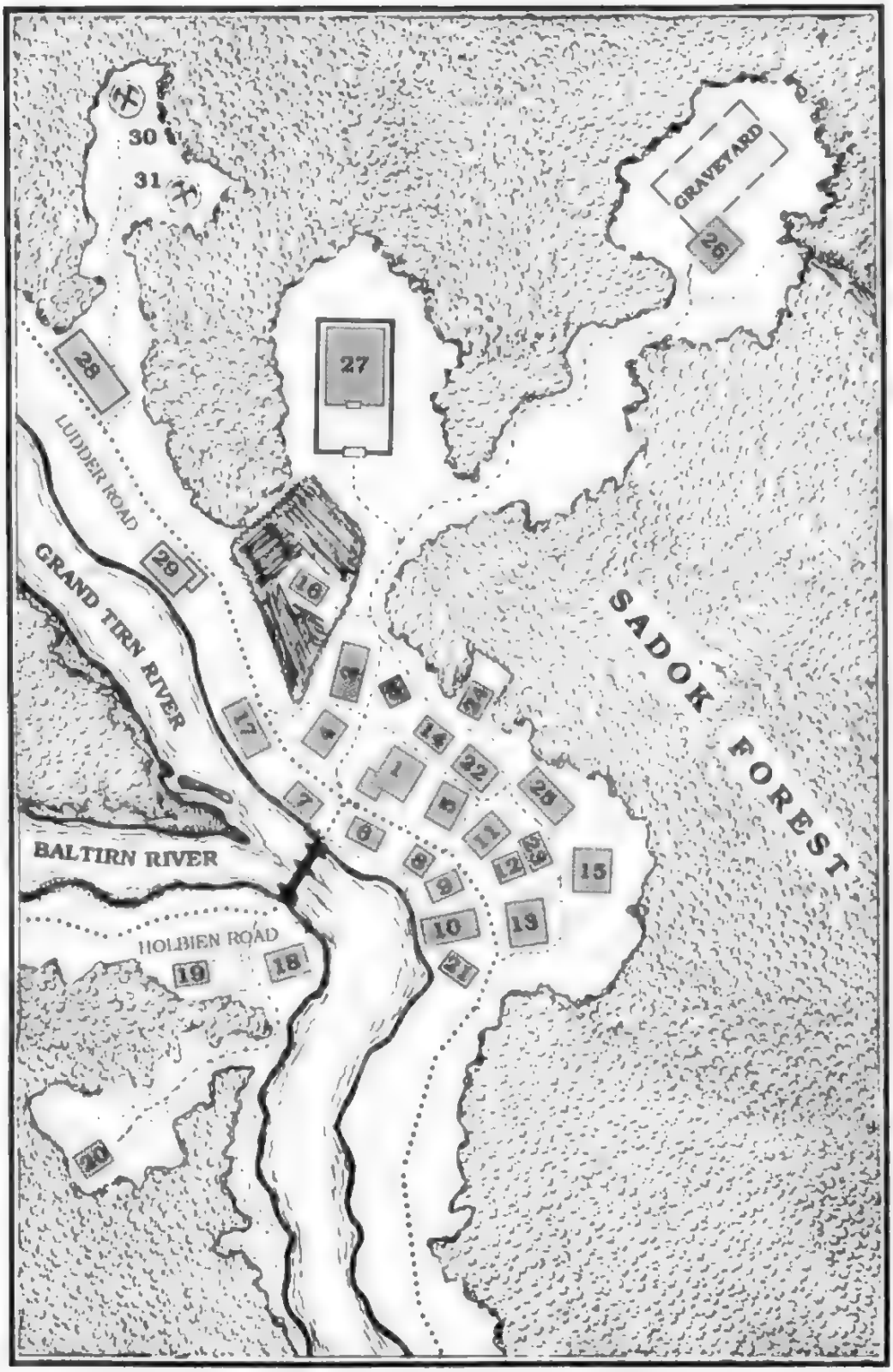
Name: Teron
Type: Town
Population: 2,700
Economy: Trade, Copper, Furs, Metalworking
Races: 95% Human, 5% Other
Leader: (Name/Title): Relnus Atchinkar/Vard'Gra
Rader'Keem: Vintus Prator
Political Affiliation: Ragean Empire, Province of Abos

Commodity Availability Index
Transport: *Water: Medium Land: High*
Provisions: *High*
Arms/Armor: *Medium*
Misc: *Medium*

REGIONAL MAP



TERON



To Saraka: 68 miles

To Harstivet: 37 miles

To Torchgal: 58 miles

1 inch = 500 Feet

TEMPLE OF AKNAR

DUNGEON AREA

Maps by J.R. Blackburn 1992

C. Tower Entrance
On the back wall of the temple is a wooden panel made of oak planks with a carved relief of Aknar. The god appears as a Giant Wolf sitting on the edge of a cliff. His head is arched back in a silent howl. The fresco is actually a false wall which acts as a bridge across the pit. A Thief, Dwarf, or Elf, has normal chances of finding the hidden passageway. The wall acts as a miniature draw bridge and can be pulled down using a hidden metal hook in the wall.
Hidden behind the wall is a spiral stairway leading to the Tower.

THE THEIVES GUILD

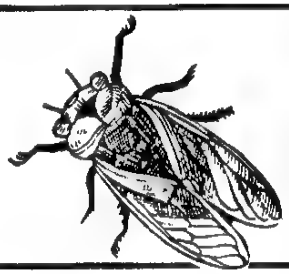
The dungeon area beneath the temple is actually the Thieves Guild. It served as a safe-house for fugitives and as a training center for newly recruited members. Swarms of flies are so thick in the dungeon area that all characters attack at -1 to Hit.

A: GUARD ROOM

MONSTER: None

TRAP: None

SPECIAL: Door to room is locked.



EXPERIENCE LEDGER

☐ _____
☐ _____
☐ _____

TREASURE ACQUIRED

☐ _____

The walls to this room seem to funnel into the doorway you have just entered . Fifteen feet across the room the floor drops to a level four feet lower. Thick swarms of flies blur your vision and make breathing difficult.

GM: This room was the main defense against intruders. If someone managed to enter the temple and get past the guardian Sturm-Wolves they would be stopped here. The thieves could stand behind the protective wall where the floor drops and fire arrows at the doorway. The room is empty now.

B: THE MIRRORED HALL

MONSTER: None

TRAP: FALSE FLOOR TRAP IN FRONT OF DOOR

SPECIAL: Door from room A is locked

EXPERIENCE LEDGER

☐ Detect/Evade Trap 50

TREASURE ACQUIRED

☐ _____

Your light sources show a dark hallway. Because of the flies, you cannot see if it ends.

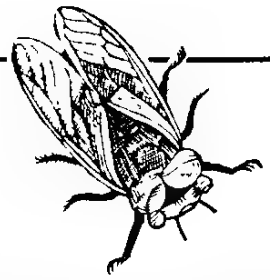
GM: The hallway before the party is actually an illusion created by mirrors placed along its length and on the floor. If the party is not checking for pit traps, the first person through the door will fall 20' to the actual hallway floor. There is a rope ladder hanging on the inside wall that the party can use to climb down.

C: FURNACE ROOM

MONSTER: UNDEAD DRALCH

TRAP: None

SPECIAL: None



EXPERIENCE LEDGER

❑ Undead Dralch Killed 650

TREASURE ACQUIRED

❑ _____

As you open the door to this room you are overwhelmed by the smell of death and decay. The room appears empty except for a large furnace which is stuffed with dead and decaying bodies.

GM: One of the bodies is that of the old caretaker who is now a Guardian Zombie (actually a Dralch).
Zombie Dralch HD: 6 HP: 37 AC:6 #AT: 1 DA: 4-16 SA:nil SD: Standard undead immunities.

When the party enters the room the Dralch will rise up from the pile of bodies and move to attack. His first attack will be to throw one of the decaying corpses at the lead characters. A hit indicates that the character(s) will be unable to attack for two rounds. This room was used to melt stolen items made of precious metals so that they could not be traced. When the furnace was in use, it heated the guardroom (K).

D: PRACTICE ROOM

MONSTER: None

TRAP: None

SPECIAL: Assorted Equipment (Non-magical)

EXPERIENCE LEDGER

❑ _____
❑ _____
❑ _____

TREASURE ACQUIRED

❑ _____

This room appears to have been used for training by the guild. Ropes ranging in size hang from the cieling. The walls of the room are painted to resemble the Market Place of Teron. An area on the right hand wall is surfaced with various materials such as brick, rock, tile etc. This presented trainees with climbing challenges ranging form easy to difficult. Knife throwing and dart gun targets are spread around the room. A door with 20 to 30 different locks on it is propped up near the main entrance to the room. There are two doors leading out of the room which are part of the market place mural but easily recognizable as real doors.

GM: This is the practice and workout room for guild members. There is nothing of interest except workout devices. If the party searches the room, they will find: a pair of hooked climbing gloves +5% climb walls; a six foot long blow gun with 5 darts; 1-3 damage each; and a grappling hook with 50' of rope.

E: CLASS ROOM

MONSTER: None

TRAP: None

SPECIAL: None

EXPERIENCE LEDGER

❑ _____
❑ _____
❑ _____

TREASURE ACQUIRED

❑ _____ 200

This room is empty besides a few chairs and tables.

GM: This was once the classroom for teaching students new techniques before they practiced them in the workout room. There is nothing else of interest in the room.

F: POCKET PICKING ROOM

MONSTER: Scarecrow

TRAP: None

SPECIAL: 40 SRs • Gem (v100) • +3 Dagger

EXPERIENCE LEDGER

❑ Scarecrow killed	300
❑ _____	

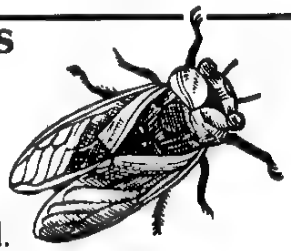
TREASURE ACQUIRED

❑ 40 SRs	40
❑ Gem (v100)	100
❑ +3 Dagger	300

This room is full of wooden dummy's dressed in everything from workman's clothes to the tattered uniform of a city guard. A few of the dummies have bells hanging from pockets and belts.

GM: This room was where the thieves would practice their pick-pocketting skills. A successful attempt happening when the item was pilfered without ringing a bell. One of the wooden dummies is actually a **SCARECROW** HD:5 HP: 19 AC:6 # AT: 1 DA 1-6 SA: Charm unless save VS. Magic SD: None. The Scarecrow will attack anyone who rings one of the bells hanging from him. His touch causes 1-6 HP damage and his gaze will cause affected players to stand and do nothing while he attacks them. Some of the dummies actually have real treasure on them . If the party searches they will find 40 SR. a gem worth 100 SR. The Scarecrow guards a +3 throwing dagger.

G: GUILDMASTER'S QUARTERS



MONSTER: None

TRAP: None

SPECIAL: Door to room is locked.

EXPERIENCE LEDGER

❑ _____

❑ _____

TREASURE ACQUIRED

❑ _____

❑ _____

This room is unlike most in the dungeon, being well furnished. There is a bed with large pillows on it. A large chest and a dresser. The room definitely looks lived in.

GM: This was once the Guildmaster's bed chamber it is now the home of Neldefarus, the thief, an escapee from the mines who has found himself in a sticky situation as of late. He is trapped between the secret escape tunnel to the mines and the undead Sturm Wolves. He has been here almost a month and has managed to avoid most of the monsters. He is currently hiding in room H having heard the party approaching. He hopes that they do not discover him so that he can attempt to make an escape from the dungeon.
If the party searches the room they will find a lot of personal items.

H. CONCEALED CHAMBER

MONSTER: Neldefarus the Thief

TRAP: None

SPECIAL: Neldefarus has the PLATINUM KEY TO UPPER LEVEL

EXPERIENCE LEDGER

❑ Neldefarus Killed	350
❑ Neldefarus Befriended	500
❑ Neldefarus Befriended	600

TREASURE ACQUIRED

❑ Platinum Key	15

A small black haired man sits crouched in the corner of this small room. He holds a short sword in one hand and a dagger in the other. He curses under his breath as you open the door. He has the look of a desperate man in his eyes.

GM: This is Neldefarus ,an escapee from the copper mines. He has been living in the dungeon for almost a month. He is a sixth level thief who was sentenced to the mines for striking an Imperial Officer. He escaped through the secret tunnel located in South Mine and found his way to the Thieves Guild. He has looked through most of the rooms in the dungeon but does not venture out of this end of the guild because of an encounter with the undead dralch. He only wants to get out of the dungeon and head for Abos. He will join the party if invited. He will not allow them to take him captive and will fight to the death if attacked.

NELDEFARUS
NPC NOTES

LV:6 **AC:**8 **MV:**12 **HP:**23 **#AT:**2 **DA:**1-6/1-4 **ALG:** CN
S:13 **I:**11 **W:**9 **D:**15 **C:**14 **CH:**10 **C:** 10
Pick Pockets 75% Open Locks: 40% Find Remove Traps 65%
Move Silently:40% Hide In Shadows: 15% Detect Noise: 15%
Climb Walls: 60% Read Languages: 10%

I. MAP ROOM

MONSTER: None

TRAP: None

SPECIAL: Both doors to room are locked. Maps & Forged Documents

EXPERIENCE LEDGER
☐ _____
☐ _____

TREASURE ACQUIRED
☐ Maps (Soult Tet, Abos, Teron) 100
☐ Forged Docs (Pass, Varder Hall) ?

The walls of this room are covered with maps and parchments. There are two flat tables and one writing table. Scattered about the room is a large assortment of scrolls, vellum, ink wells and writing feathers. Tacked on the walls are various official-looking documents. The room appears to be otherwise deserted.

GM: This was the map and planning room. The guild thieves would make copies of maps, update old ones , etc. so they always had them available. Many of the maps are nothing more than scribbles on paper, but if the party searches through the room, they will find the following: 6 unused scrolls; a vial of invisible ink; Maps of Abos Soult Tet and Teron; Location of the thieves guild in Abos; and a detailed map of the inside of a gold merchant's home and shop in Aramar including location of the valuables, guards and traps. This room was also used to practice forgery. The documents on the walls are forged documents. These are flawed, inferior copies posted to shame the trainee in front of his peers. One document is a pass authorizing entry into the mines. Another document is a Varder Hall Note worth 500 SR's. (If these documents are taken and the players later attempt to use them, there is a 50% chance they will be detected as fakes.)

J. SUPPLY ROOM

MONSTER: None

TRAP: None

SPECIAL: Door is locked. Assorted supplies and Equipment.

EXPERIENCE LEDGER
☐ _____
☐ _____

TREASURE ACQUIRED
☐ Wine Cask 1000
☐ _____

The large room is full of boxes and crates, some open, others closed. It appears to be a supply room.

GM: This was the storage room for all the supplies for the guild and temple. The party should be able to find anything they need, within reason, if they want to search through the boxes. There are enough

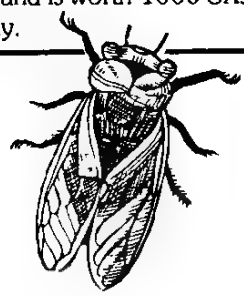
supplies to sustain 50 men for over a month. Hidden behind all the boxes ,in the corner, is a barrel with the Emperor's crest on it. This is a cask of Sarentian wine from the Emperor's wine seller. It was high-jacked from a caravan a few months ago and is worth 1000 SRs on the black market. Anyone caught with the wine will be arrested immediately.

K. BARRACKS

MONSTER: Dark Gougers

TRAP: None

SPECIAL: None



EXPERIENCE LEDGER

❑ Dark Gouger #1	200
❑ Dark Gouger #2	200
❑ Dark Gouger #3	200
❑ Dark Gouger #4	200

TREASURE ACQUIRED

❑ Pelts (4)	75

This large room could only have been the barracks or living quarters of the thieves. 20 sets of bunk beds line the room. The room appears to be otherwise very barren, no chests, dressers, or the like.

GM: Hidden in the shadows beneath three of the bunk beds are 4 Dark gougers. These creatures slithered into the temple after Bolgaron's attack. They have been living off the carrion in the dungeon since then. Adding fresh meat to their diet would be a nice change! **Dark Gougers** HD: 3 HP: 18,16,14,12, AC: 6 #AT: 3 DA:1-3/1-3/1-6 SA: Natural Critical Hit blinds character in one eye. SD: Nil) The Gougers will lie in wait until discovered or until they see a good opportunity to attack. Dark Gouger pelts are worth 75 SRs. If the party searches the room they will find nothing else of value.

L. WEAPON STORAGE

MONSTER: None

TRAP: None

SPECIAL: Various Weapons

EXPERIENCE LEDGER

❑ _____
❑ _____
❑ _____

TREASURE ACQUIRED

❑ Various Weapons	?

This room was obviously the weapons store room for the thieves guild. There are numerous weapons of the ordinary variety (daggers, swords, spears, etc.). There are also several weapons that are not often encountered.

GM: Most of the weapons in the room are ordinary. They were stored here for the guild members use. Most of the weapons were stolen from caravans. There are weapons for all classes of characters. The following are other weapons that a thief or other character might find useful.

BLACKJACK: Leather bag filled with lead pellets. (S/M 2-5 L 1-4)

CALTROPS: Sack of 50 metal spikes . (S/M 1-4 L 1-4)

GARROT: Leather cord with hand grips used for choking. (S/M 2-8 L 2-8)

(Must make successful back attack to use garrot)

HOOKED THROWING NET: 10' net after "to hit" roll is made. (S/M 2-8 L 3-12)

Net entangles victim unless save VS breath weapon is made. 1-4 additional points of damage each round trapped person tries to escape. *(2-5 rounds to escape from net)*

There is nothing else of value in the room.

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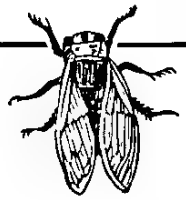
M. KITCHEN AND DINING HALL



MONSTER: Giant Rats

TRAP: None

SPECIAL: None

EXPERIENCE LEDGER

☐ Giant Rats (1-4)	75
☐ Giant Rats (5-8)	75
☐ Giant Rats (9-12)	75

TREASURE ACQUIRED

☐ _____

This was once the kitchen and dining hall for the guild. Barrels of open and rotting food fill the room. The room looks like it has been recently pillaged.

GM: The room is now the home of 12 giant rats. **Giant Rats** HD: 1/2 Hp 3 each AC: 7 #AT: 1 DA: 1-4 SA: Disease SD: None The rats will emerge from the refuse and attack the party if they search the room or spend more than 2 rounds in the room. The rats will not pursue the characters beyond this room.

N. SECRET TUNNEL

MONSTER: None

TRAP: None

SPECIAL: Area beyond tunnel is not described in this module

EXPERIENCE LEDGER

☐ _____
☐ _____
☐ _____

TREASURE ACQUIRED

☐ _____

GM: These secret tunnels lead to South Mine where they end at a secret door. They were used to help slaves and convicts escape from the mines.

THE TOWER

The Tower was once the home of Daksar and the other priests of Aknar. Only a special few were allowed in the tower. Occasionally a thief would be guided into the tower blindfolded to take the test on the third level.

LEVEL 1: The Priests Quarters

Each of the four temple priests had private chambers on this level. Only one of the men was actually a devout follower of Aknar The other three were thieves playing priests to gain favor with Daksar

A. ENTRY ROOM

MONSTER: None

TRAP: None

SPECIAL: None

EXPERIENCE LEDGER

☐ _____
☐ _____
☐ _____

TREASURE ACQUIRED

☐ _____

A 30' climb up a two foot wide stairway leads into this room. There are four plain wooden doors; one in each wall. The stairway continues upward.

GM: The room is otherwise empty

B. BED CHAMBER

MONSTER: Will-O-Wisp

TRAP: Pedestal holds captive Will-O-Wisp

SPECIAL: BRONZE KEY TO UPPER LEVEL hidden in pedestal.

EXPERIENCE LEDGER

☐ Will-O-Wisp Defeated	1000
☐ Will-O-Wisp Avoided	500

TREASURE ACQUIRED

☐ Bronze Key	25
☐ Silver Pennant (v 200 Srs)	200
☐ Ring of Truth	300

This room appears to have once been a bedchamber. The only thing in the room is a wooden cot, dresser, night-table, oil lamp and pedestal with a dark glass dome on it.

GM: As soon as the party approaches the pedestal, it will begin to give off an eerie green light. If he party checks, there is nothing of value in the room except the glowing pedestal. The shaded glass dome is secured to the pedestal. If Detect Magic is used, it will register from inside the dome and the pedestal.

The pedestal is a prison for a **Will-O-Wisp** HD:9 HP:31 AC:-8 #AT 1
DA: 2-16 SA: Invisible 2-8 rounds SD: Only affected by Magic Missile, Maze and Protection from evil spells.
The glass dome can easily be shattered from the outside, Doing so will release a very angry monster. The Will-O-Wisp will attack the party with its electrical charge until it gets down to five Hit points. It will then turn invisible and attempt to sneak away. The treasure is hidden in the pedestal itself. A secret compartment can be found by anyone searching (3-6 chance). Note: It is not necessary to release the Will-O-Wisp to obtain the treasure. Inside the hidden compartment is a silver pendant worth 200 SRs A ring of truth and a bronze key (Key #1 to the upper level)

C. LAVISH BED CHAMBER

MONSTER: Skeleton

TRAP: None

SPECIAL: SILVER KEY TO UPPER LEVEL

EXPERIENCE LEDGER

- ❑ Skeleton 20
- ❑ _____
- ❑ _____

TREASURE ACQUIRED

- ❑ Silver Key 25

This room was lavishly furnished at one time. Fine tapestries, now old and faded, line the walls. Many large pillows lay in the corner forming a bed. There is a small desk with a broken wooden chair. There is also a chest lying on its side. There are articles of clothing strewn about the room.

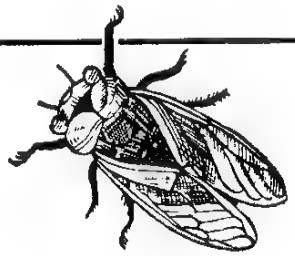
GM: Hidden beneath the pillows is a skeleton Dressed in a wolf skin. **SKELETON** HD: 1 HP:7 AC7 #AT: 1 DA: 1-6 SA: none SD: none. The skeleton will jump up and attack anyone disturbing the pillows. He attacks with a hammer. The skeleton wears a silver pendant on a chain. Inside this pendant is a silver key (Key #2 to the upper level.)

D. BED CHAMBER

MONSTER: None

TRAP: None

SPECIAL: See Holy Symbol



EXPERIENCE LEDGER

- ❑ _____
- ❑ _____
- ❑ _____

TREASURE ACQUIRED

- ❑ Holy Symbol 275

This was obviously the living quarters of a fanatic priest. An altar has been erected in the main portion of the room. The only other furnishing is a small wooden cot and two dog pens. The remains of two large dogs lie in the pens.

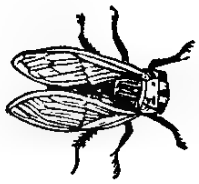
GM: The only thing of value in the room is a Wooden Holy symbol of Aknar. The holy symbol is a special magic item for thieves. It allows the holder to turn undead as a sixth level cleric. Any non thief touching the holy symbol will take 1-8 hp burning damage for picking it up. Any thief using the holy symbol will come under a form of charm spell unless he saves. If the save fails, the thief will disavow any god(s) he worships and take up the followings of Aknar.

E. EMPTY BED CHAMBER

MONSTER: None

TRAP: None

SPECIAL: None



EXPERIENCE LEDGER

☐ _____
☐ _____
☐ _____

TREASURE ACQUIRED

☐ _____

This room is an ordinary bedchamber. Furnishings include a bed, dresser, desk, pillows and a chest.

GM: The room was the bedchambers of a true priest. He didn't trust his fellow priests so he kept nothing of value in the room.

LEVEL 2

Daksar lived a very comfortable life in his own personal level of the tower. Knowing that there is no honor among thieves, he kept his quarters well trapped and protected.

A. ENTRY ROOM

MONSTER: None

TRAP: None

SPECIAL: None

EXPERIENCE LEDGER

☐ _____
☐ _____
☐ _____

TREASURE ACQUIRED

☐ _____

The circular stair leads into another small room and continues upward. There is a large wooden door on the right side of the stairs.

GM: Door is locked. The room is empty except for several dead rats and swarms of flies.

B. GRUND ROOM

MONSTER: Guardian Daemon

TRAP: Guardian Daemon inside grund-ball

SPECIAL: Deck of Cheater's Cards

EXPERIENCE LEDGER

☐ Guardian Daemon Destroyed 3500
☐ _____
☐ _____

TREASURE ACQUIRED

☐ Cheater's Cards 150

This room is a game room. A grund table is in the center of the room and a card table sits empty in the corner. Equipment for the game hangs on the wall on the far side of the room, and the balls are racked up and ready to go.

GM: Grund is similar to pool or billiards. The object of Grund is to hit all your balls into a small circle painted on the table. There is a deck of cards on the table. They are magical cheater's cards. They give anyone dealing them a 25% better chance of winning the card game. The Grund table is of fine quality. Anyone playing the game will cause the red ball to break open releasing the **GUARDIAN DAEMON** lesser HD:8 HP:49 AC:3 #AT:3 DA: 1-4/1-10/1-10 SA: Breath weapon 5d6 SD: Immune to charm,

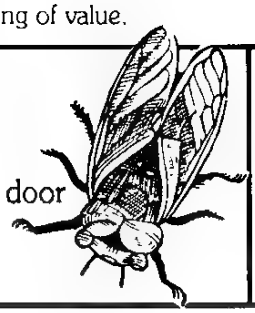
hold, sleep, polymorph, and fear spells +2 or better weapon to hit.
The guardian daemon will rise from the table appearing as a snake with a boars head and short but powerfully clawed human like arms. It will use its breath weapon as often as possible. The daemon is considered a house guard and is guarding nothing of value.

C. KITCHEN

MONSTER: None

TRAP: Butcher Knife trap on southern door

SPECIAL: None



EXPERIENCE LEDGER

❑ Trap Detected/Avoided	50
❑ _____	
❑ _____	

TREASURE ACQUIRED

❑ _____

Daksar obviously enjoyed cooking. The kitchen is well furnished with everything one might need to cook a gourmet meal.

GM: There is a pressure plate on the floor in front of the southern door which will set off a trap that will fling 6 knives across the room at anyone in the doorway or their flight path. Anyone in the path must make a successful Dexterity roll or be hit by 1-6 of the flying projectiles. The person setting off the trap will receive -4 to their save. The secret door is hidden behind a wall rack with spices and dried foodstuff on it. The door is not locked.

D. DIAMOND ROOM

MONSTER: None

TRAP: Mirror Trap:Optical Illusion

SPECIAL: Diamond (V 5,000 SR's)

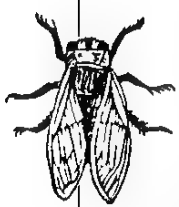
EXPERIENCE LEDGER

❑ Detect Trap	100
❑ _____	
❑ _____	

TREASURE ACQUIRED

❑ Diamond	5,000

This room is very dark and apparently empty



GM: The room is empty, but if the party searches the walls, they will find a small hole in the far wall. If they shine a light inside, they will see a diamond resting about a two feet inside the hole. What they are actually seeing is a reflection of the diamond which is hidden in a secret compartment above the hole. Anyone foolish enough to reach in and grab the diamond will loose their hand and 1/3 of their hit points immediately as a blade trap is tripped. If the party pokes something in the hole, this will also set off the trap and alert them to the fact that the diamond is an illusion or reflection. The secret compartment can only be found if someone is searching for it and then the chances are only 2-6. The small flawless diamond is worth a fortune on the open market. Diamond value 5,000 SRs

E. DAKSAR'S BED CHAMBER

MONSTER: None

TRAP: None

SPECIAL: Deep Red Ion Stone. Both Doors are locked.

EXPERIENCE LEDGER

❑ _____
❑ _____

TREASURE ACQUIRED

❑ Deep Red Ion Stone	300
❑ Scroll (Read Magic/Fireball	200
❑ Gold Cufflinks (v100)	200

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This room was once a very lavish bedchamber. There is a large canopy bed and solid redwood furniture including a dresser, desk, nightstand, and bedside table. The furniture and other furnishings appear to be very valuable.

GM: The furniture is in fact very valuable. It was stolen from a wealthy merchant's caravan headed for Abos. Instead of selling the stolen goods ,Daksar claimed them as his own. The furniture which was hand crafted by Sarlangans is worth 3000 SRs. If the party searches the room, they will find nothing out of the ordinary. The desk has a hidden compartment. Inside it are the following: Red Ion stone (Adds one point of DX. Max 18; Gold cufflinks W/ 100 SRs; and a scroll with the spells Read Magic and Fireball. There is nothing else of value in the room.

F. DAKSAR'S STUDY

MONSTER: None

TRAP: Slide Trap

SPECIAL: None

EXPERIENCE LEDGER

- ☐ Avoid Trap 50
- ☐ _____
- ☐ _____

TREASURE ACQUIRED

- ☐ _____

This looks like a small study although there are only a few books in the room. There are bookshelves lining the walls which suggest that this room once held many books. There is a fireplace on the right hand wall

GM: This room was not used very often by Daksar but it had a special use. It is set up so that he could escape if he were ever in trouble. The fireplace has a secret panel that opens to the outside. Anyone examining the fireplace without first checking for traps has a 50% chance of stepping on the pressure plate that opens the escape route. The person must make a dexterity save or fall through the wall 75 feet to certain death. The room has nothing of value in it.

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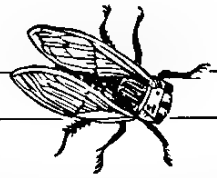


LEVEL 3: THE TEST

On this level of the tower Daksar tested thieves in the guild on their different abilities. Thieves passing the test would be promoted in the guild. When possible he would adjust the difficulty of the test to suit the person taking it. For game purposes, assume that all rooms have been set at a level equal to or one level higher than the most experienced thief in the party.

A. ENTRY ROOM

MONSTER: None

TRAP: None

SPECIAL: None

EXPERIENCE LEDGER

- ☐ _____
- ☐ _____
- ☐ _____

TREASURE ACQUIRED

- ☐ _____

GM: This room is like the other entry rooms in the tower accept the stairway ends. There is only one door in the room, and it is Locked

B. HALL OF DOORS

MONSTER: None

TRAP: Fourth Door has a Needle Trap on it!

SPECIAL: All door in the hall are locked.

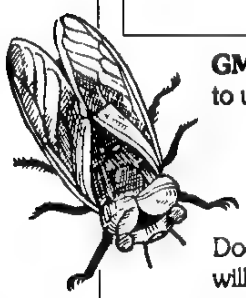
EXPERIENCE LEDGER

- ☐ Disarm Trap 25
- ☐ Pick Lock 25
- ☐ _____

TREASURE ACQUIRED

- ☐ _____

You open the door to find yet another identical door in front of you.



GM: This hall is a test of the thieve's lock picking ability. Each of the four doors is progressively harder to unlock. The thief taking the test would have to pick all the locks successfully to be able to continue.

Door 1 +20% chance to open
Door 2 +05% chance to open
Door 3 Normal chance to open
Door 4 -20% Chance to open

Door 4 has a needle trap on it which is very noticeable if a search is made. Any person stuck by the needle will sleep for 2 hrs. No save.

C. CORPSE ROOM

MONSTER: 3 Coffer Corpses

TRAP: Corpses are hidden in pits beneath the floor.

SPECIAL: GOLD KEY TO UPPER LEVEL

EXPERIENCE LEDGER

- ☐ Coffer Corpse #1 100
- ☐ Coffer Corpse #2 100
- ☐ Coffer Corpse #3 100

TREASURE ACQUIRED

- ☐ Gold Key 75

The floor of this room is covered with different types of surfaces; carpets, stone, tile and sand. There is a door on the far side of the room.

GM: This room was to test a thieves ability to move silently. When it was used for the test, three trainers would hide in secret compartments in the floor. They would jump up and attack if they heard noise in the room. The room is now the home of 3 Coffer Corpses. These creatures were victims of Bolgaron, and

now they lie in wait to attack anyone entering the room. The corpses will burst from the floor and attack anyone making noise crossing the room. Note : A thief making successful move silent roll will not disturb the corpses. If the party checks they will find a Gold Key on one of the corpses (Key #3 to the upper level)

D. OUTER WALL

MONSTER: None

TRAP: None

SPECIAL: None

EXPERIENCE LEDGER

- ☐ Climb Wall 50
- ☐ _____
- ☐ _____

TREASURE ACQUIRED

- ☐ _____

The hallway ends at what is obviously a false wall.

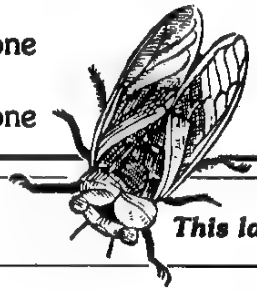
GM: The wall is actually a concealed door which opens up to the outside wall. This was the most dangerous part of the test . 8 feet away on the outer wall is another false entrance. Anyone peering out the opening will be able to notice the other concealed door. The thief and other Characters must find a way over to the other door. The wall is actually easy for a thief to climb. (+10% to normal chance) the problem will be getting the other characters over. It is 110' to the ground. If characters use ropes and are cautious they should have little problem scaling the 8'. If the party does not have a thief to help getting across it, could be much tougher.

E. Empty Room

MONSTER: None

TRAP: None

SPECIAL: None



EXPERIENCE LEDGER

- ☐ _____
- ☐ _____
- ☐ _____

TREASURE ACQUIRED

- ☐ _____

This large room appears to be empty

GM: This room was used to test pick-pocketting. All of the training dummies have been removed and are stored in the dungeon.

F. PENDULUM ROOM

MONSTER: None

TRAP: A Log swings on a pendulum in the middle of the room

SPECIAL: A Continual Darkness Spell is on this room.

EXPERIENCE LEDGER

- ☐ Detect /Avoid Trap 50
- ☐ _____
- ☐ _____

TREASURE ACQUIRED

- ☐ _____

The small hall from the empty room ends in pitch blackness.
Your light sources cannot penetrate the darkness.

GM: This room has a continual darkness spell cast on it. The spell can be dispelled in the normal ways.

The darkness hides a large swinging log. If a thief successfully hears noise, he will be able to discern that there is a large heavy object swinging across the path. Anyone can crawl under the log. Anyone walking through the room will be hit by the log for 4-16 hp of damage. No save. The door on the other side of the room is not locked.

G. GINDIAR'S ORDEAL

MONSTER: NONE

TRAP: Fighting Dummies

SPECIAL: Dummies are activated by pressure plates.

EXPERIENCE LEDGER

- ☐ Disarm Trap 25
- ☐ _____
- ☐ _____

TREASURE ACQUIRED

- ☐ Manual of Quickness of Action 5000

From the ceiling of the room 25 dummies are hung by the neck. Each holds a sword and a shield. On the far side of the room is a pulpit with an open book on it.

GM: This room is a test of the thieve's agility and ability to avoid floor traps. It was designed by Gindiar, Daksar's best assassin. On the floor of this room are many pressure plates Plates are denoted on the map with an X or a blackened square. X pressure plates cause the nearest dummy to spin around and attack the person in its sqaure once as a second level fighter. After the attack the dummy stops spinning. Black pressure plates cause all the dummies to spin around the room wildly for 3 rounds anyone in the room when this happens will be :"attacked" by 1-4 spinning dummies chance to hit same as a second level fighter. Dummies do 1-8 hp damage when they hit. Attacks can be avoided by crawling through the room or hugging the dummy nearest the character when it starts spinning. Each dummy will take 8 hp of damage before falling apart.

The book on the pedestal is a Manual of Quickness of Action (adds one point to dexterity) The door leading out of the room is not locked and reveals a set of stairs leading to Level 4.

STAIRS TO LEVEL FOUR

MONSTER: Wight, Daksar in Undead Form

TRAP: Shocking Grasp Trap on Door

SPECIAL: Door has combination lock (7-0-5-4)

EXPERIENCE LEDGER

- ☐ Wight Killed 750
- ☐ Wight Turned 100
- ☐ Combination solved 300

TREASURE ACQUIRED

- ☐ _____

Standing in front of the large metal door at the end of this stairway is a hideous undead creature with no head. The headless corpse seems to be aware of your approach.

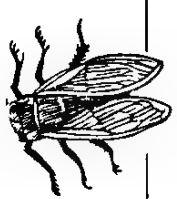
GM: As Daksar's punishment, Bolgaron raised him as a Wight. Daksar now serves as personal guard to Bolgaron's resting place. The Wight will attack anyone coming within 15' of the door. **Wight-Daksar** HD: 4+3 HP:21 AC: 5 #At: 1 DA: 1-4 SA: Energy Drain SD: Hit only by silver or magical weapons If turned, the Wight will cower in the corner, but it will fight to protect itself.

The door at the end of the stairs is large and made of metal. There are four combination locks with key holes beneath each one. The combinations range from 0-9. The door can be opened any of the following ways:

1. The four keys found in the dungeon and tower will cause each tumbler to turn to the correct number. Each key should be used in order of value: bronze; silver; gold, platinum. Each key works only on a specific tumbler. If the party does not have all four keys , a thief will have to attempt to pick locks to determine the correct number for that tumbler.

2. A thief can attempt to pick the lock. A roll will have to be made for each tumbler.

3. Random selection of any combination.



CLIMATE:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	See Below
ACTIVITY CYCLE:	Night
DIET:	None
INTELLIGENCE:	Very (11-12)
TREASURE:	F
ALIGNMENT:	Evil
Number APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	8+1
THACO:	13
No.# Attacks:	2
Damage Attack:	1-8, 1-8
Special Attacks:	Death Grasp
Special Defenses:	Fly Swarm
Magical Resistance:	Nil
Size:	Medium
Morale:	Champion
Experience Value:	3,000

The Death Bringer is a fearsome form of undead human. Raised from the dead, this creature has no other purpose then exacting revenge upon those who caused its death. While they retain knowledge of their former lives, the creatures are obsessed with delivering death to their enemies and work toward that end.

The Death Bringer has the gruesome ability to raise any foe he kills in combat immediately using a Death Grasp.

A foe killed by a Death Bringer and consequently touched with a Death Grasp will rise as an undead according to the following chart;

01-25	Zombie
26-50	Coffer Corpse
51-75	Wight
76-100	Unable to Raise

The Death Bringer also has the ability to summon and control fly swarms. Fly swarms blind opponents and cause them to attack at -2 to Hit.

A Death Bringer can turn to a gaseous form at will. Once doing so it requires 6 hours before he can resume a physical form again.

A Death Bringer, normally reserves the privilege of a kill for himself. Any undead servants under his command are used to hinder or delay an enemy until the Death Bringer can arrive.

The combination is 7-0-5-4

Attempting to open the door without the correct combination will set off a Shocking Grasp trap that will do 3-18 points of damage to everyone in the stairwell. Save Vs. Petrification for 1/2 damage. The trap will continue to go off each time the door is tried with a wrong combination.

LEVEL 4: THE ROOF

Daksar considered this the bonus level of the test. Any thief passing the test on level 3 was granted the opportunity to solve the Riddle of the Fountain. When the Death Bringer is not stalking thieves, he dwells here on the roof.

This level of the tower was Daksar's personal meditation area. He hid a powerful magic item in the fountain. Any thief able to pick the lock and get into the tower had an opportunity to retrieve it. If the party makes a lot of noise while fighting the wight, or if they activate the Shocking Grasp trap, Bolgaron will know that they are coming, and he will be waiting for them.

FOUNTAIN TO AKNAR'S GLORY

MONSTER: BOLGARON, THE DEATH BRINGER, ATTACKS THE PARTY AS THEY EXIT STAIRS.

TRAP: Fountain Trap (Destroys treasure if tripped.)

SPECIAL: Belt of Many Pouches hidden in fountain.

EXPERIENCE LEDGER

☐ Death Bringer defeated	5000
☐ _____	
☐ _____	

TREASURE ACQUIRED

☐ Belt of Many Pouches	5000

As you enter this large round room, you are confronted by a gruesome figure. A large man-sized creature wearing plate armor. The creature's head is a fleshless skull. The skin and flesh of the creature appears to have been blasted away by some powerful force. He raises his ghoulish hands towards you and attacks.

GM: This monster is Bolgaron, the Death Bringer. (HD: 8 HP: 39 AC: 3 #AT: 2 DA:2-8/2 8 SA: Animate Dead SD: Gaseous Form) He will attack the party with his claws attempting to single out the weakest member of the party and kill him. If he kills any players, he will immediately use his animate dead power and have the new undead-character attack the party. He will fight until killed. If he is turned he will turn to gaseous form and return to the tombs at the temple of the dead. When Bolgaron is killed, all corpses animated by him will fall to the ground lifeless. The swarms of flies will mysteriously dissapear.

THE FOUNTAIN: The fountain is full of stagnant water and does not appear to have been used for months. There is an inscription written on the side of the fountain.

My precious treasure becomes worthless if exposed to water.
Now clever thief, if you were me, where would you hide it?

Daksar kept his belt of many pouches hidden in a secret compartment beneath the fountain. A thief must first find the secret panel in the fountain head and remove it. Then he must find the trap that will set off the fountain. An almost invisible wire is stretched across the opening to the secret compartment. If the trap is tripped, the fountain will begin to flow and the contents of the pouch will be destroyed. If, however, the thief locates the trap, he will be able to move the belt and use all its contents.

THE BELT OF MANY POUCHES: This belt was Daksar's most prized possession as a thief. It would allow him to carry a large quantity of small magical items and tricks almost undetected. He was especially fond of powders and potions for their ease of use. When worn, the belt of many pouches will become invisible to the naked eye. Only the owner will be able to see it. This is very useful for a thief, especially if he is caught and his captors take away all of his possessions and weapons. Daksar's belt had twenty pouches on it.

1. Potion Of Healing 4 doses
2. Dust of Clairvoyance 3 doses (AS Potion)
3. Dust of Clairaudience 2 Doses (As potion)
4. Powder of Diminution
5. Empty
6. Black lotus Contact poison 1 Dose
7. Dust of Appearance 3 Doses
8. Dust of disappearance 1 Dose
9. Silver lock picking set
10. water skin 2 days water
11. Iron Rations 3 days
12. Dust of sneezing and choking 1 dose
13. Wine poison 2 doses
14. Elixir of health 1 dose
15. Dust of impact 4 doses As potion
16. Potion of healing
17. Dust of Tracelessness
18. Dust of dryness
19. Empty
20. Keoghtom's Ointment

The nice thing about this item is that the thief will constantly be hunting for replacements for the items he is using up. He will also think of other things that would be more useful on the belt. Review the items listed above. You can adjust the contents of the belt of pouches as you see fit.

CONCLUDING THE ADVENTURE:

Remember that the temple is under the watchful eye of the local Imperial Patrol. If the party goes inside, they will be trespassing and may have to answer to the local militia. There is also the possibility that the town will not be happy with the party's accomplishments. Remember that the Death Bringer had only killed known thieves and bandits. Once word gets out that the curse has been lifted on the town, the thieves of the Sadok forest will probably return to the sleepy little town, and the Imperial Patrol will once again have their hands full.

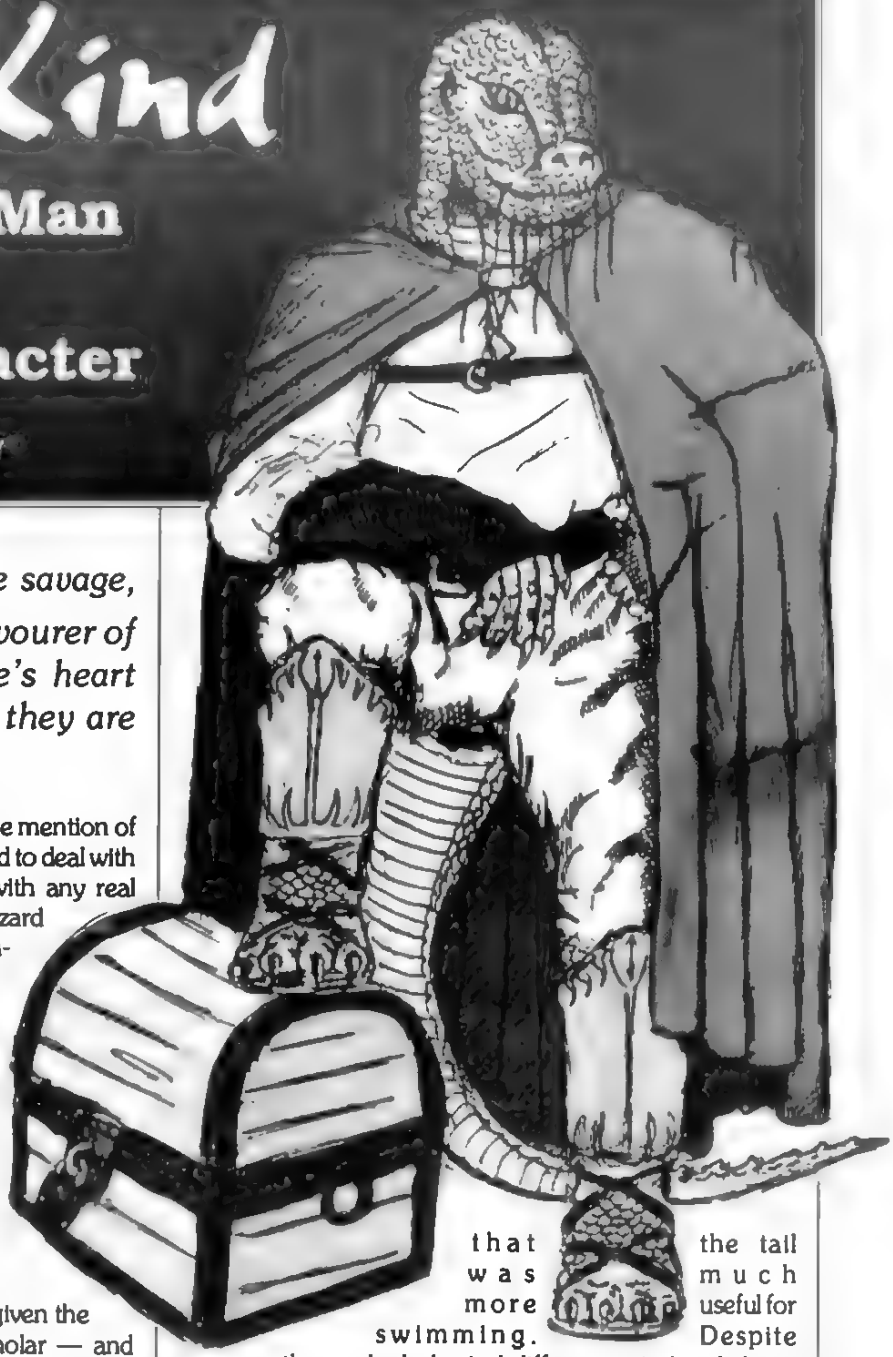
Once the adventure is finished you will have a ready-made town as a setting for future adventures. Who knows, perhaps the players will attempt to reestablish the Theives Guild and run it themselves.

❑

Own Kind

The Lizard Man as a Player Character

by Charles R. Caffrey



The Lizard Man...the noble savage, the pitiless reptile man, the devourer of humans, the guardians of life's heart lands, the animals who think they are men.

There are so many images stirred up by the mention of their names, but very few people have ever had to deal with these creatures for any length of time or with any real consideration. Stories of savage hordes of Lizard Men destroying villages, rounding up the inhabitants, and devouring them all in horrid feasts are so popular with common folk. Then there are the whispered tales of a race of beings as multifaceted as mankind... of a race of beings struggling to find their place in a world already full of other beings more powerful than themselves. By their nature, they seem to shun contact with any other commonly found intelligent race — maybe out of feelings of inferiority or maybe out of fear.

By their very name, "Lizard Men," I was given the impression it was not the dubbing of a scholar — and probably no-one wishes to spend years in the fens and marshes examining a culture that seems so hostile to humanity. No scholar has ever studied the inside workings of the Lizard Men's society, and it could be quite possible that many of the ideas we have of them are utterly false. Perhaps it was this reason I decided, utilizing their form, to spend time trying to understand the most primitive of humanoid races.

There is something very strange about having a tail jutting out for a full four or five feet behind you. I suspected, when I did my shape-change for the first time in my study, that the tail was much more useful for swimming. Despite the marked physical differences in head shape and the presence of the tail, my body felt still very human to me. I walked around heavily, trying to see how they carried themselves.

The sensations through the skin of the creatures were sharp, but a layer of scales and hide thicker than any other humanoid's skin, protected me from pain. There was virtually no reason to wear any kind of clothing except for utility. I could handle a sharpened morning star head in my hands like a child's toy and had I not thought better of the idea, I might have tried stepping on some caltrops.

About a week later with shield in hand and sword

dangling by my side, I started to move into the fens. I knew there was a colony of lizard people nearby, but I didn't know their nature or their attitudes towards strangers. If things went badly, I thought, I could fall back on my magic. Still the thought of killing the very creatures I meant to vindicate made me fell only more uncomfortable.

I can never express how truly lucky I was that evening to come upon whom I did. I saw a thick black smoke coming from out of the reeds in front of me, and I found someone fishing there. This was no Lizard man — it was indeed a creature I had never seen before. The strange creature was fishing with hook and line held from its webbed hands and as I approached it turned to look at me with a human-like face that was aged and weathered. Its skin was olive green, and it was wearing a simple tunic dappled with mud. For a moment, we only stared at each other. I tried hard to think of something to say.

"Hello." I said, "I'm looking for the Lizard People who live here." I suddenly realized I had just spoken in a human tongue. The creature frowned.

"Hmmm.... An educated Mudslapper eh? Well then. What brings you to the marshlands?" From the voice I assumed the creature was male. I approached him carefully, now curious to learn more of him. In a pile next to him, there lay a half dozen eels and a few catfish. Beside that, there was a clay pipe that was producing the same dark smoke that had led me here.

"I want to visit the tribe." I said in common, attempting to slip occasionally to add to the illusion that it was a second language. The creature waved its hand in annoyance.

"You would do better in your own tongue," he indicated. I repeated myself in lizard tongue, but the creature became even more irritated. I realized my mastery of language was not as great as I had thought. I was terribly embarrassed and I let my guard down. I could see no loss in telling the truth. I slowly shifted back into my human form. Although alarmed the creature held his ground.

"I want to learn more about the tribe and I figured this would be the best method to study them and how they interact with each other," I explained.

Slowly, the creature stood up on long legs to tower about eight fee above me.

"Keep yourself a Mudslapper. You are correct about their wariness of others. I will take you to their village. They will be fooled by your poor tongue as they are not native to it either."

"What do you mean by that?" I asked, molding back into my facade and following behind him. He didn't bother to face me and swung his catch leisurely by his side. Clenched hard between his teeth, his pipe billowed small puffs of smoke that burst and diffused amongst the reeds.

"They may not be what you expect. They were not raised under the shadows of their elders and their own language is foreign to them", he aid as we cross through the pluff-mud. At first, I thought I was in for a disappointment. I wanted to see Lizard People in a common setting. However, as my guide parted the reeds, I saw something much more interesting.

I saw mud and reed structures carefully arranged in a circle. Within the circle, a small band of lizard-boys stood watching a young pair scraping with each other. Both had bloodied snouts and multiple cuts. My guide broke into a faster gait and marched into the crowd, parting it. He let out a loud bellowing command and the two broke from each other. They looked at him mindful of his stern demeanor and became very passive. He then turned to the crowd and eyed each of them in turn. The other youngsters looked at him regretfully and slowly the crowd began to break apart. He turned back to the two youths and grimaced as he inspected the scratches and cuts on their necks and arms.

"The freedom they have to express themselves has caused some rivalries. These two are vying for the attention of a female. Normally, these decisions are settled by selecting mates for them early on, paring the strongest with the strongest and not allowing the weak to mate. Those ideals prevents a lot of strife between Mudslappers, as does everything else they impose," he explained.

He took the two small lizard boys to the stream, washed out their cuts and held spagnum moss against a deep cut in one's arm. I watched as the youths eyed each other and I knew that this would not be their last fight. I shook my head sadly as I realized that the road to civilization would be bloody, even fatal to this entire race. He sent them off and we sat by the edge of the creek alone.

"Where are the elders?", I asked, "All those children were eying me like I was some sort of hero."

"Dead!" he answered, "Fourteen seasons ago the den here was entirely destroyed by a band of men. They slew all, warriors or not. I found the men amusing themselves by killing the lizard children and breaking the eggs."

"How did you manage to stop them?" I asked.

"That would be telling." he said. For a moment, I thought he was making a joke but no smile surfaced. I decided not to press the subject.

"I gathered the children and resigned myself to the lot lest the crocodiles sent them away from this world instead of men. I have tried to teach them everything they would have learned from their Mudslapper elders, but I also gave them the freedom to choose their own destinies. I taught them the Creed, even though I do not agree with it. It is fair to give them the choice when other paths are offered as well so they can blame no one but themselves for their misery." He continued as he began to draw in the mud with a webbed finger.

"They have emotions. Everyone thinks they don't, but that is only what they want them to think. They have such difficulty trying to control their primitive emotions, so they take the easiest path by hiding the problem. Semuanya was very aware of this and his method was to encourage

"Hold it! That's it! I quit! I accepted the Lizardman. I even tolerated a Thri-Kreen, but no way am I going to adventure with a Gibbering-Mouther!!"

his people to repress their anger and their fear in favor of cold reptilian strength. He taught them to hide the feelings that all intelligent beings must deal with."

"Have you ever seen one in anger? Have you ever seen one mourn the death of a child? Their's are the hearts that burn brightest. Semuanya's people are every bit as passion-filled as any other creature, but these passions are very strong and raw. Their hearts set reckless fires, and Semuanya realized this. He told them to hide their hearts in front of others, and concentrate on survival."

"Do not cry for the dead children, for you waste time not making more," I quoted, remembering one of the phrases of the Creed. He nodded.

"Humans expound virtues none of them can truly keep, but they hold these virtues high and encourage all to follow. Semuanya encourages his people to hide their weaknesses as well," he added, trying to draw a comparison.

"It is only the savages who commit heinous atrocities against the human race. When men invaded their territories, many of the more primitive ribs of Lizard Men savagely hunted down and ate them like animals." he continued.

"Many humans believe Lizard People crave the taste of flesh of men." I commented.

"They can't taste the difference between plum pudding and mud!" the creature retorted. "They usually eat fish and eels. The most savage believe eating humans proves their superiority. The predator is superior to the prey. However, Semuanya's Creed does not approve of such activities. The shaman of Semuanya teach that the best way to deal with other races is to avoid them and their activities. Those that do deal with other races show only their physical strengths and not their emotional weaknesses."

"So trapped by their fear of others and others fearing them, they will live alone or die at the hands of races who do not understand them." I concluded sorrowfully. I could feel tears stinging my eyes. I tried to hide them but I could not, would not. The creature watched as the tears slide down the scales of my face and off the sides of my jaw. Slowly, he motioned to me. He led me back to the circle of wigwams. Carefully, he looked around the circle and pointed to the oldest one in the group, a young lizard man with a pack strapped over one shoulder. A few others were gathering around him in what appeared to be a small ceremony. They gave him gifts, well wishes and tears.

After they were finished, the Lizardman, who I soon learned was named Uth, began to speak.

"Today will be the first day for my trial of adulthood. The trial to show the world I am not a monster but one of them. They must learn I am equal to them but I must also endure their hatred, their scorn and fear. I will show them I can love when they hate, have mercy when they scorn and be brave when they fear. Today I will go to the human village to understand their ways and show them mine. I will

share my feelings as they share theirs."

"By tomorrow, his dead body will be tossed out of the city like street litter." my host predicted flatly. I looked at him incredulously.

"Haven't you tried to talk him out of it?" I asked as Uth started to leave.

"I have. He will not listen. His mind is filled with the hopes of making peace with another race all by himself. Such hope... Doesn't it sound a little familiar?" he asked. For a moment, I watched Uth push himself foolhardily into the reeds. I grimaced and nodded.

"You are right. We all must look after our own kind." I said.

I started after Uth leaving my host behind to attend to the rest of his children. This one would be my responsibility. Uth stopped and looked towards me as I started to follow. After a few moments he began to smile.

Rules on Lizard People as a Player Character Race:

Note: The name Lizard Man implies that only the male sex exists in any numbers, hence my redesignation "Lizard People". The term "Mudslappers", a whimsical name Marshwiggles call Lizard People is used to denote a more civilized lizard person as described above.

The Savage Lizard People:

These creatures are the cause of most of the bad feelings between Lizard People and other races — especially mankind. There are many accounts of tribes of Savage reptile men terrorizing human villages near swamps, ambushing humans and taking them away to be devoured by their captors. However, most of the events surrounding these attacks were set in motion by members of humanity invading their homelands to setup townships and ports whether the Lizard People liked it or not. Some of the more primitive tribes took brutal measures to protect their land and prove their "superiority".

Semuanya's Lizard People:

The most commonly civilized groups of Lizard People are those who are under the influence of their only known god, Semuanya. They try to emulate Semuanya's warrior virtues of emotionless reptilian ideal and abstain from interaction with other races who might try to take advantage of them through their "weaknesses". Semuanya's people objected heavily to the savage practices of their primitive brethren, but is either beyond their power or not in their interest to prevent such things from happening.

The Mudslapper Lizard People:

Given the opportunity to develop outside their traditional society, the Mudslapper Lizard People have the chance to choose from a greater variety of destinies. There are many ways these types of Lizard People arise. Restless and young, they may venture out to hire themselves out as guards or mercenaries aboard ships or to town garrisons perhaps never to return home. Occasionally, an isolated village of Lizard People will discover good trading relationships with nearby towns to their advantage, or maybe orphaned eggs or children were adopted by a curious member of another race more capable of teaching them about the world around them. It is this breed of Lizard People that is best suited for use as player characters.

Attributes of All Lizard People:

Strength

Being on the average just over six feet tall (with some being as tall as seven feet), Lizard People have good muscular development possibilities. Beside this, Lizard People are usually brought up in an environment stressing survival and combat prowess for each individual. Strength receives a +1 Bonus.

Intelligence:

Lizard People have long memories and strong abilities in trained skills, but they have a less impressive ability in problem solving and intuitive thought. Where this problem really shows up is in the workings of abstract thought (such as magic). A lizard person can easily figure things out correctly given time and something visible to work with, but highly symbolic and abstract ideas utterly befuddle them. Intelligence gets a -1 penalty.

Wisdom:

Despite this poor ability in abstract thinking, Lizard People are capable of strong common sense. Their habit to ponderously think things correctly through generally makes up for their lack of speed. Wisdom is unmodified.

Dexterity:

Although cold-blooded, Lizard People are agile as long as their body temperature does not fall below 50 degrees. Dexterity is unmodified.

Constitution:

Living in a very trying environment that emphasizes survival generally will either make a lizard person fairly hardy or kill it before it reaches adulthood. Constitution gets a +1 bonus.

Charisma:

The key problem in the Mudslappers' relations with other creatures is their inability to control their feelings properly. Those who are not familiar with this fact will see Lizard People as being emotionally reckless. Charisma gets a -2 penalty with any other race that does not deal with them often.

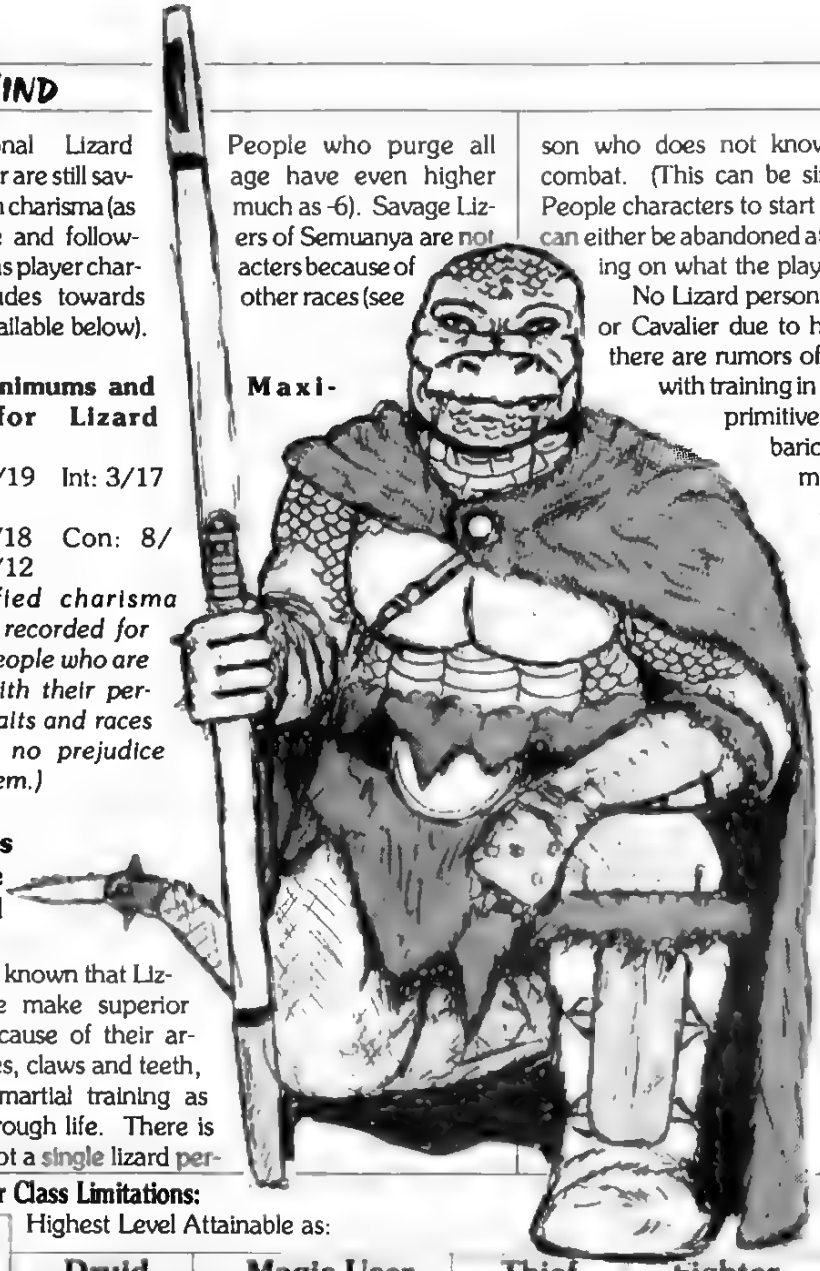
Traditional Lizard People who purge all emotions or are still savage have even higher penalties on charisma (as much as -6). Savage Lizard People are suggested as player characters because of their attitudes towards other races (see Classes Available below).

Racial Minimums and Maximums for Lizard People:

Str: 12/19 Int: 3/17 Wis: 3/18

Dex: 3/18 Con: 8/19 Cha: 3/12

(Unmodified charisma should be recorded for use with people who are familiar with their personality traits and races that hold no prejudice against them.)



Classes Available to Lizard People:

It is well known that Lizard People make superior fighters because of their armored hides, claws and teeth, and their martial training as they go through life. There is probably not a single lizard person who does not know the basics of hand-to-hand combat. (This can be simulated by allowing all Lizard People characters to start as first level fighters. This class can either be abandoned at that level or continued depending on what the player desires.)

No Lizard person can hope to become a Paladin or Cavalier due to his status in most societies (but there are rumors of reptile men from other places with training in the codes of chivalry). Although primitive Lizard People are often barbaric, no lizard person can become a member of the Barbarian fighter sub-class.

Mudslappers of the appropriate alignment and ability can endeavor to become rangers to a limited extent. Unlike their human and demi-human counterparts, they would be more apt to serve as guides and protectors of dense jungle and swamplands. However, they do not gain the abilities to more effectively fight creatures of the giant class, as it is not likely for them to encounter such creatures in jungles and swamps.

Because of their somewhat insensitive skin and general build, they do not make the best of thieves. However, in some skill areas common to thieves, they have better than

Mudslapper Class Limitations:

Ability Score	Highest Level Attainable as: Druid	Magic-User	Thief	Fighter	Ranger
14	8th(A)	1st	1st	UL	5th
15	10th(B)	2nd	2nd	UL	5th
16	12th(C)	3rd	3rd	UL	6th
17	14th(D)	4th	4th	UL	6th
18	UL(D)	5th(*)	5th	UL	7th
18/90	-	-	-	UL	8th(E)
18/99	-	-	-	UL	9th(E)
18/00	-	-	-	UL	10th(F)
19	UL(D) (*)	6th(*)	6th(*)	UL	12th(F)

Notes:
(A) Requires 15 Charisma - - 16 will allow for 9th level.
(B) Requires 16 Charisma - - 17 will allow for 11th level.
(C) Requires 17 Charisma — 18 will allow for 13th level.
(D) Requires 18 Charisma — an 18 Wisdom and 18 Charisma allows for access to the Hierophant Druid levels
(E) Requires 19 Constitution
(F) Requires 14 Intelligence, a 15 Wisdom, and a 19 Constitution
15 Intelligence and a 16 Wisdom allows 11th level.
16 Intelligence and a 17 Wisdom allows 13th level.
(*) Traits this high are very uncommon to the race naturally. Typically these levels occur only in magically augmented members of the race through wishes or similar means.
(Charisma here refers to the character's original Charisma score.)

normal abilities. Lizard People have +10% to Hide in Shadows and +5% to Move Silently. With their claws, they have a +10% chance to Climb Walls and a +10% to Open Locks over what they would have without Thieve's Tools. However, they are penalized -15% to Read Languages due to their less literate nature. They commonly multiclass with fighter to augment their abilities. Only Mudslapper Lizard People can attempt to become thieves.

The Savage Lizard People worship no gods, and cannot become clerics. Semuanya's people have "clerics" (Shaman), but their traditional god, Semuanya, discourages adventurous Lizard People and is not interested in pulling in converts to his faith from the outside world. Mudslappers, outsiders to their race's traditions, can never hope to become clerics of Semuanyna. Also, Mudslappers cannot become the clerics to any other god, as Semuanya would do his utmost to harm anyone who tried. Semuanya is somewhat tolerant to the Mudslapper's divergence, but not to the point of tolerating lizard people worshipping anything save themselves or nature.

Of all the humanoid races, Lizard People are the closest to nature as a society — often considering themselves as being just another animal in her vast spectrum of life. The very root of their culture centers around the neutrality that human and elven druids struggle to understand. Utterly ignorant of the taught practices of druidism, Lizard People still understand from meditation and respect of the natural world — not from years of book study or training. These druidic shaman occur occasionally amongst Semuanya's people, and are treated with almost the same respect as a shaman of Semuanya. With the added benefit of training from a druidic brotherhood, a Mudslapper can potentially rise to the highest tiers of this class.

If they can find a patient teacher, Mudslappers can ,with effort ,be taught the basics of magic. Although they would like to have it , magic is something they just don't have a strong talent for. Be it lack of study abilities, interest, some unknown physical ineptitude, or what have you, they can never reach very high levels — and there is no hope of becoming specialized. Because of this, most multi-class as a fighter/mage instead of depending on magic alone to get them through fights. A few just learn magic to have cantrips for personal use and comfort.

Authors Note: If you feel that Lizard People in your campaign have the talent, the classes and levels they can reach should be adjusted to fit your world. I set these class and level limitations based on what talents and resources Lizard People have. Who knows, there may yet come the valiant adventures of the errant knight dressed in plate armor, his long helm glistening in the sun, and his articulated tail swishing behind him.

The Physical Aspects of the Lizard People:

Lizard People are unusually human-like. Except for the reptilian head and tail, Lizard People can physically pass as brawny and paunchy versions of their human counterparts. Body colors are either black spotted white with pale grey undersides or green spotted brown with pale yellow undersides. Spotting generally occurs in large oval shaped scales about the upper arms and legs, sides of torso, and the length to the tail. Underside colors are on the large banded scale plates from the chin running down the chest (which has the largest bands) and abdomen to the end of the tail. Most Lizard People have small fin-like protrusions running from the back of the head down to the end of the tail. They tend to have broad, square snouts with small nostrils to either side at the end. The eyes, recessed into the head and protected by bony brows, are long and thin with large slit-pupiled irises. Eye colors are typically black, brown, orange and red.

Height:
01-10 Short (72-77 inches)
11-75 Average (78 inches)
76-00 Tall (79-84 inches)

Weight:
01-10 Under (190-230 lbs)
11-70 Average 231-260 lbs)
71-00 Over 260-310 lbs)

Age:

Although the harshness of life in a swamp ends most Lizard People's lives long before the onset of old age, they do have the capacity to live very long life spans. Lizard People who take care of themselves could live to be quite venerable. Aging effects are the same as any other human or demi-human race.

Age Category:

Child	0-11 years
Young Adult	12-16 years
Mature	17-45 years
Middle Age	46-80 years
Old Age	81-100 years
Venerable	101-130 years

Starting Age for Characters of the Various Classes:

Fighter	14+1d4 years
Ranger	16+1d4 years
Druid	17+1d4 years
Thief	17+1d4 years
Magic User	26+2d8 years

Males and Females:

Despite their human-like appearances, Lizard People reproduce by laying eggs. The eggs are gestated for one month, and hatch in six to seven months. There is no way

to tell the difference between a Lizard Man and a Lizard Woman unless the observer is familiar with the subtle physical differences. This, added to the very short egg gestation, allows the females of the species the exact same opportunities as males in their society.

Held Weaponry and Natural Weaponry:

Lizard People possess fairly effective claws and a mouth filled with sharp fang-like teeth that can inflict serious wounds (1d2 points of damage for each hand of claws if they are sharpened, and 1d8 points of damage for a savage bite). Only the most primitive Lizard People sharpen their claws to inflict injury, as sharpened claws interfere with the grasping of weapons and tools (and can snap bowstrings).

Worn Armor and Natural Armor:

Great helms and the heavy plate armors must be specially designed to fit the heads and tails of Lizard People, but the lesser armors (especially chain or ring mail) are generally flexible enough to allow for the differences. Most armor suits have skirted loins — perfect if you happen to have a tail sticking out your backside.

Because of their natural Armor Class of 5, worn armor affects Lizard People's Armor Class differently. When wearing any armor less effective than splint mail (Armor Class 4), Lizard People receives +1 bonus to their natural Armor Class instead of the armor's class rating. When wearing splintmail or better, Lizard People receive the base armor class of the Armor. Shields, and magical bonuses to armor count normally towards the Lizard Person's Armor Class.

Night Vision:

Although they do not have infravision, Lizard People possess eyes that can adjust to low-light conditions. They can see as well at night as they do during the day. There is a limit to the level of darkness they can see in, as there must be at least some light present to discern shapes at all. (at least the equivalent of normal starlight).

Life with Cold Blood:

Lizard People are cold-blooded and often like to keep warm by basking in the sun in the morning or sitting next to a warm fire. If a Lizard Person is hit by any cold-based spell or stays in an area that is colder than 50 degrees without protection (winter garments or magical protection) for more than a few turns, he or she will lose 1-4 points of dexterity temporarily until he or she can warm up again. If the Lizard Person remains cold for over an hour, he or she will function as if under the influence of a Slow spell. Because of this, most Lizard People will always try to sleep in a warm place — like next to a fire or very close to a warm blooded companion (if you have every owned a house-roaming snake, you discovered this fact very quickly on a winter morning.)

There are a few advantages to being cold-blooded. Lizard People are invisible to infravision beyond half the viewing creature's maximum range (thus an elf would only spot a Lizard Person at 30 feet away instead of 60 feet away). Because their bodies are not maintaining a constant body temperature, Lizard People only need to eat one-fourth as often as humans do. In addition to low sustenance requirements, they also conserve water fairly well and drink about as often as they eat. They also are resistant to diseases that require a constant body temperature to live in, and their tough hid prevents most parasites from infecting them.

Movement through Water and on Land:

Lizard People are excellent swimmers, using their broad tails to paddle themselves rapidly through the water where they catch most of their preferred food and keep a constant body temperature no matter how marginally hot or cold the day is. They can move as quickly on land as they can in the water and can traverse dense forest or swamp at half their normal rate of movement (6" in dense settings and 12" in open terrain) if unencumbered.

Diet:

Lizard People are omnivorous, but prefer to eat fish mostly supplemented by eels, marsh rabbits and snakes. They sometimes venture to hunt deer and other herd animals but this is often more for hunting trophies than for food. They do not particularly like the flesh of predatory animals as it is rancid to the taste and has little value as food. As stated earlier, they only need to eat and drink one-fourth as often as humans do.

Psychological Aspects of the Lizard People:

It is a misconception that Lizard People are devoid of the emotions that most other humanoid races have. The main reason behind this misconception is the wide-spread acceptance of the "Creed of Semuanya". This creed preaches the virtues of suppressing emotions in favor of basic survival instincts and the avoidance of all other races that might abuse the still developing society of the Lizard People. Lizard People are every bit as emotional and feeling as other demi-human races and even more so. Lizard People are by nature emotionally tumultuous — often reacting to things without thinking. Woe to the person caught harming a Lizard Woman's child. Like a mother alligator, she would give her life protecting her offspring and attempt to kill anyone who gets in her way.

Alignments of the Lizard People:

Savage Lizard People are commonly considered neutral. However, if their actions are proof of their intent, this assumption is a grave error. Savage Lizard People may hold a neutral point of view within their own race, but to others they truly are barbaric (and thusly evil) creatures.

Alignments for truly Savage Lizard People should be considered straight Neutral Evil or, at best, Neutral with tendencies towards Evil.

Semuanya's people are the true embodiment of their racial alignment. They treat other races with neutrality, although they distrust and shun them.

Mudslappers can be virtually any alignment, but there are alignments that are more common than others due to the upbringing. Under half (40%) are Neutral, some (20%) are Neutral Good and a few (10%) are Lawful or Chaotic Good. Some Lizard People (15%) are Lawful or Chaotic Neutral and some (15%) are Evil.

Relations Amongst Themselves:

The Savage Lizard People treat every other race with hatred and the ore civilized Lizard People with neutrality. Once a Lizard Person is brought up a savage, he or she will violently resist becoming civilized.

Semuanya's people treat all other races with antipathy, but they treat the Savage Lizard People and the Mudslappers with tolerance. If their brethren races are not too far removed from the ideals of Semuanya, this feeling may be increased to goodwill. They will treat any Lizard Person who worships a god other than Semuanya with hatred. (Druids are not considered to be paying homage to another god.) Semuanya's people occasionally give some effort to convert the heathen masses, but they mostly feel their brethren Lizard People will eventually come around to Semuanya's truths anyway.

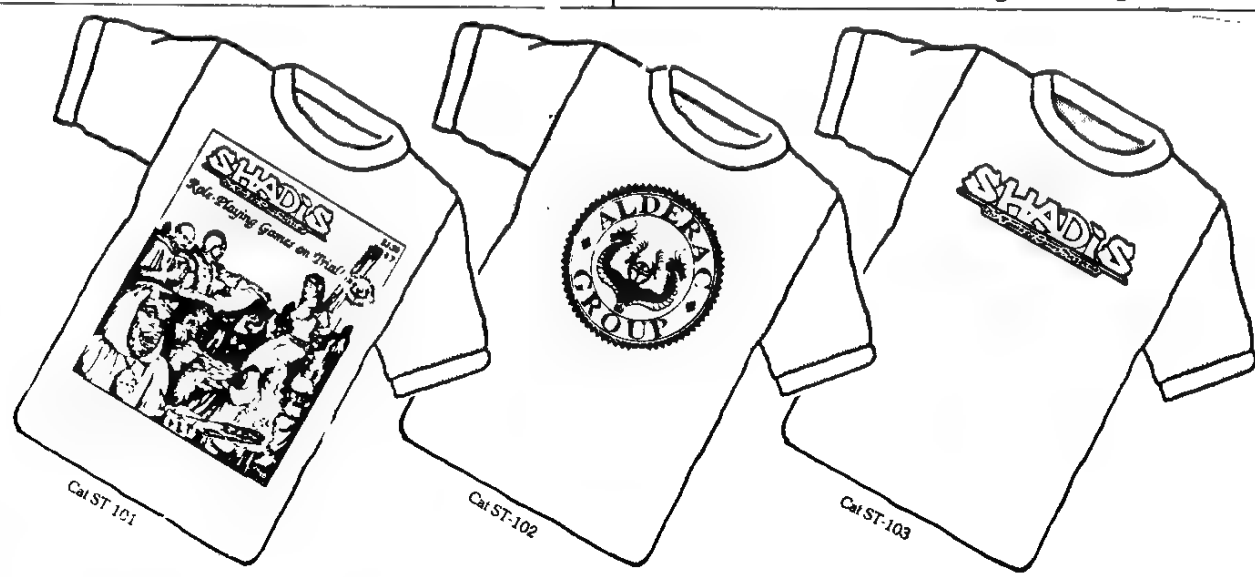
The Mudslappers, though having changed their attitudes towards other races, still live in the dark shadows left by the less friendly members of their own race. Mudslappers are generally neutral to humanity, tolerant of demi-humans and antipathetic to other humanoids. To their own race, they are neutral bordering on antipathy towards the Savage Lizard People (mostly for causing problems between the Lizard People and other races) and tolerate bordering on goodwill depending on how far they have stepped away from the Lizard People tradition (such as being another alignment).

Relations with Other Races:

Humanity has a particularly dim view of the Lizard People because of the general loathing of the reptilian body form and the myths of the atrocities committed against humans by Lizard People. Lizard People do not like large human-dominated cities and towns. This is probably because they are often poorly treated by the inhabitants of such places. (Perhaps even to the point of being hog-tied by the town guard and thrown in the moat). They often visit only small villages and townships which have a population comprised of various races that have learned to tolerate the Lizard People in the interest of trade.

Author's Closing Notes:

- Lizard People learn survival related skills such as hunting and fishing at half the normal cost. However, skills that deal with etiquette or other sophisticated skills will cost double the normal proficiencies. Craftsman skills such as blacksmithing, engineering, and woodworking cost normal.
- Lizard People do not manifest psionic abilites.
- Lizard People do not have souls, but are spiritually bound to their bodies instead. They can only be resurrected by a wish or a rod of resurrection using four charges. ❑



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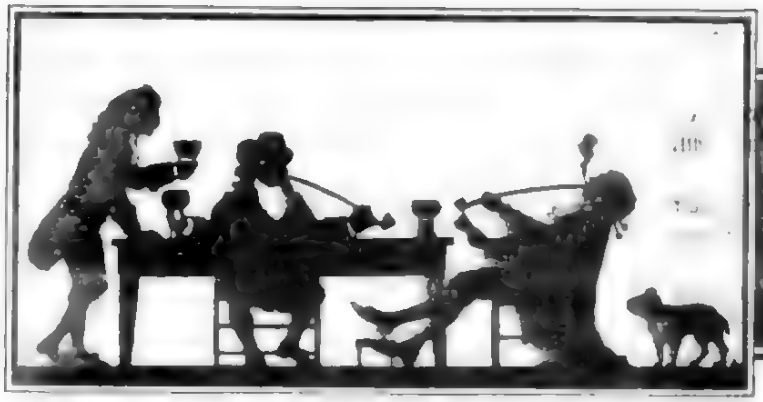

By Jolly R. Blackburn

FROM THE BACKROOM OF THE PARCHED FROG

ALDERAC THE PLAY-BY-MAIL CAMPAIGN

Welcome to the Parched Frog! Since Soult Tet is the capital city of the Empire we thought we should set up our PBM Headquarters in the backroom of the Parched Frog. (Anyone attempting to peek will be knocked cold and thrown in the caves!) The Parched Frog will be a forum for active players of the Alderac Play-by-Mail game. Here you will find new rules, rumors, news, playing tips etc.

The Good and the Bad

The Good News: If you subscribe to SHADIS before May 1st, 1992, you will be able to play the Alderac Play-By-Mail Campaign for 1 year with no turn fees.

The Bad News: After May 1st turn fees will apply to players who did not make the deadline. Paid Subscribers will have a $2.50 turn fee and Non-Subscribers will have a $3.00 turn fee

When I presented the basic rules to the Alderac PBM system last issue I never expected such an immediate response.

As you know, the PBM game is currently free for subscribers. I couldn't see charging money for something that was basically still in the play-testing phase. If I could keep up with the workload, I would continue to do it for free. However, I've been forced to take on more Game-Moderator to process turns. The turn fee will help compensate them for time and materials (Some of the turn-results I've been mailing are in excess of six pages!!) This will free me to concentrate on the magazine and other projects. ***Remember, if you are currently playing for free, you'll continue to do so until your subscription runs out.*** My only other alternative was to put a ceiling on the number of players in the campaign and I just didn't want to go that route. Those of you who miss the deadline and aren't sure it's worth a couple of bucks per turn, are entitled to two free turns.

The new Game Moderators will process all turns for players located in a given geographical region of Alderac. If a player should cross a border of one of these regions he would leave the care of one Game Moderator and be picked up by another. The idea is to breakdown player populations into manageable groups so that GM's can devote more time to each player. Each Game Moderator will be running a segment of a larger campaign. From time to time as players rise to positions to proclaim and launch wars on other regions, the two Game Moderators involved will establish a link to resolve the conflict. In these cases, another impartial GM will be on hand to handle difficulties or differences of opinion.

That's the long-term plan for the Alderac Play-By-Mail game. I ask that you be patient with any changes and growing-pains. I promise that it will be worth it in the long run.

Before going any further, let me answer a couple of questions that demand answers.

Q: *Are the events in the Alderac Anthology (i.e. Bones of Ruin) contemporary with the Alderac PBM campaign? If so, can players possible affect the fiction and visa-versa?*

A: Yes, the fiction is contemporary (unless the events described in the fiction is obviously a flash-back sequence.) And yes, players can definitely affect the events taking place in the fiction. You should have already noticed that the fiction definitely affects players. Rumors abound about the where abouts of Scav and the impending war with Kal Dez. I should point out that players can assume that ANYTHING that is mentioned in the pages of SHADIS pertaining to Alderac applies to the PBM campaign. This includes the magic system described in Issue no.#4 as well as the adventure in Teron described in this module. Nuff Said.

Q: *On turn 1 I visited the tavern in Soult Tet and spent several action points buying drinks. Before my turn ended I left the city. I was comparing notes with another player and noticed that he was in the Parched Frog on the same turn yet my player's name didn't appear on his turn-sheet. What's up?*

A: Okay, when the Sys-Computer processes turns it looks at players' locations at the end of their turn when determining player-contacts. Since you left the city you were no longer in the Parched Frog so you weren't listed. If you want to be sure of getting player-contacts, try ending your turn in a tavern. Your other alternative is to post a message in the tavern before leaving.

TOP PLAYERS:

A little too soon to be posting ranking. I think we'll wait until next issue before doing so. If you want to know how you're stacking up here are some basic stats:

Turns Played	Average Exper pts.	Lowest	Highest
3	156	34	1195

Fatalities among players: 3
Number of Player-vs-Player Combat: 8

Imperial Courier Service

Soult Tet:

• Dunthrax Paiar, Minister of City Defenses was assassinated in his sleep (Turn 2). There is a 2000 SR reward for information leading to the assassin. Gildra Mantwar the Captain of the Guard in Crown Bear Fret reported that over 3,000 SR's had been stolen from the Minister's treasury. It is believed the killer was a member of the Fret Guard. The Emperor's Scryer has offered these clues: the killer lives south of Soult Tet, but he frequents the

Parched Frog regularly; there was an accomplice; the killer will strike again soon.

Abos:

• The First Annual Free-For-All Brawl was held at the Snarly Dog Tavern in Abos. Ten combatants participated for the 500 SR purse.

The winner of the brawl, Kaylor Snowmaine (3037) walked away the winner. Most participants walked away with a few bruises but there was one fatality. Snake Plisten (3078) was killed by a dagger during the event, even though such weapons had been barred from the event. Handen, the proprietor of the Snarly Dog, was quoted as saying "Dese tings appen. What ya gonna do? They come in, they fight, they die. It's not my problem."

Caldinstar:

• Yar Gintras (3082) was arrested in Caldinstar for striking a Benyaran Priest. The Rader'Keem are holding a special session next week to decide the matter of guilt and punishment. Striking a priest is normally punishable by death.

• A rash of mysterious fires have plagued Cladinstar lately. A group calling themselve's "THE UNJUST REVISITED" are rumored to be responsible.

Barcen:

• News has just arrived that the Ambassador to Kal Dez was murdered in Kal Dez by an angry mob. A riot was sparked by news that three Kal Dezian merchant ships were sunk off the coast of Barcen by a Ragean Splendid-Flyer. The Ragean Empire and Kal Dez have been bickering over territorial boundaries for over twenty years. Lately the situation has turned hostile when the Emperor Sageem stationed the Emerald Fleet at Barcen to intercept Kal Dezian ships. Both sides are preparing for war.

Teron:

• A mine collapsed at Teron killing 50

POLITICAL VACANCIES

The following openings were reported at the close of Turn 3.

Position no.#

3001 Ambassador to Kal Dez
3002 Minister of City Defenses
3019 General of the Bastion Guard
3036 Captain of the Guard-Stone
Point Fret.

ACTION POINT REVISIONS

Previously there were a dozen or so orders listed in the rules that required no Action Point Expenditures to perform. Gradually, many of these orders will incur a minimum 5 AP cost. This will help cut down processing time and speed up turn-around times.

NEW ORDERS:

I've decided to re-run the orders presented in Issue#6 along with the new orders so that players can refer to one place when preparing their turn sheets. **Note: An '*' before an order indicates that it is a new order.**

4.2.1 Movement Orders:

There are five different Movement Orders available to players at the present time. Movement is allowed in any direction as shown on the Turn Sheet. The distance your character will be allowed to move in one turn is based on Action Points committed to movement, Mode of travel and Terrain.

4.2.1a Mode of Travel:

Most movement orders require a Mode-of-Travel code to be entered in the order format.

The Mode-of-Travel codes are as follows:

F -On foot
H -On horseback
S - By Ship

4.2.1b Terrain Modifiers:

Rescinded. Terrain Modifiers still affect your character's movement, however, the Sys-Computer automatically makes adjustments.

4.2.1c Code: MN
Action: Movement, Normal
AP Cost: Variable
Format: MN/(Mode-of-Travel), (Direction Moved), (Direction Moved), etc.
Example: MN/F 2,2,3 (Character moves by foot, 2 squares NE and 1 square East.

This order moves your character by the indicated Mode-of-Travel 1 square for each direction listed on the command line.

AP Costs for this action depends on the mode-of-travel and terrain encountered:

On Foot: 20 APs per square moved.
Horseback: 10 APs per square moved.
By Ship: 5 APs +/- Ship's movement modifier, per square moved. (No terrain modifiers apply)

4.2.1d Code: MT
Action: Movement, Tracking/Hunting
AP Cost: Variable
Format: MT(Mode-of-Travel),(Target No.#), (Direction Moved)
Example: MT (F)(2005) 2,2,3 (Character moves by foot, 2 squares NE and 1 Square East attempting to track or find player#2005).

This order moves your character by the indicated Mode-of-Travel 1 square for each direction listed on the command line while attempting to track or attempting to find the indicated target.

The target may be a creature, another player or an item.

AP Costs for this action depends on the mode-of-travel and terrain encountered:

On Foot: 30 APs per square moved.
Horseback: 15 APs per square moved.
By Ship: 10 APs +/- Ship's movement modifier, per square moved. (No terrain modifiers apply)

4.2.1e Code: MA
Action: Movement, Attack
AP Cost: Variable
Format: MA(Mode-of-Travel),(Target No.#), (Direction Moved)
Example: MA (F)(2005) 2,2,3 (Character moves by foot, 2 squares NE and 1 Square East attempting to find and attack player#2005).

This order moves your character by the indicated Mode-of-Travel, in an attempt to locate and attack the indicated target.

The target must be an animal, monster, NPC or Player-Character.

The order can be used to hunt or forage for food as well as for combat.

AP Costs for this action depends on the mode-of-travel and terrain encountered:

On Foot: 30 APs per square moved.
Horseback: 15 APs per square moved.
By Ship: 10 APs +/- Ship's movement modifier, per square moved. (No terrain modifiers apply)

4.2.1f Code: MS
Action: Movement, Steal
AP Cost: Variable
Format: MS(Mode-of Travel),(Target No.#), (Direction Moved)
Example: MS (H)(2005) 2,2,3 (Character moves by horse, 2 squares NE and 1 Square East attempting to find player# 2005 and steal something from him)

This order moves your character by the indicated Mode-of-Travel in the desired direction in an attempt to locate and st al from the indicated target.

The target can be an item, animal, monster, NPC or Player-Character.

AP Costs for this action depends on the mode-of-travel and terrain encountered;

On Foot: 30 APs per square moved.
Horseback: 15 APs per square moved.
By Ship: 10 APs +/- Ship's movement modifier, per square moved. (No terrain modifiers apply)

4.2.2 COMBAT:

Combat Orders are used primarily when the character is leading a group or military unit and not for routine encounters/ combat. (Standing Orders are used for that purpose.)

4.2.2a Code: DF
Action: Defend
AP Cost: Variable
Format: DF (Item# or Character # or Area) (Action Points Expended on Action)
Example: DF (Castle) (50) indicates the character is defending the Castle he presently occupies for 50 Action Points of time.

Defend indicates that the character is defending either a person, building or item against attack or theft. Once this order is issued the character will stand his ground until removed by force or the order expires or is withdrawn.

4.2.2b Code: AK
Action: Attack
AP Cost: Variable
Format: AK (Character# or Area)
Example: AK (Camp) indicates the character is attacking a camp.

Attack is used to launch attacks against other parties or units. It is also used to capture a designated target such as a castle or hilltop.

4.2.3 STANDING ORDERS:

Once issued, these orders remain in effect until a different Standing Order is set. Standing Orders give the Game Moderator what a character would do in the absence of orders. By setting various Standing Orders, you can tell the GM that your character will: run if faced with danger, steal if he thinks he won't get caught, make friends if given a chance, etc. It does not cost you Action Points to set or reset a Standing Order. All Standing Orders have to fall within a range of 1-10.

4.2.3a Code: BD
Standing Order: Boldness
AP Cost: NA
Format: BD#
Example: BD5 indicates the character has set his Boldness Standing Order to a medium level of 5.

Boldness is an indication of what degree a character is willing place himself at risk in order to complete his actions.

A low setting will indicate that your character will be extremely cautious and will abort an order if faced with superior opponents or a particularly dangerous situation.

A high setting indicates your character is reckless and willing to take considerable risk while completing his orders.

4.2.3b Code: OP
Standing Order: Opportunist
AP Cost: NA
Format: OP#
Example: OP10 indicates the character has set his Opportunist Standing Order to a high level.

The Opportunist Standing Order allows you to tell the Game Moderator what your character would do if faced with unforeseen opportunity. For example, during a Turn Resolution your character may suddenly have an opportunity to steal a large sum of money with little risk of being caught. Normally, such an opportunity might pass the player by because he could still have stated orders to perform. By comparing the Opportunist Standing Order with the Boldness Standing Order, the GM is able to determine if the player would take advantage of such an opportunity or decline.

4.2.3c Code: FR
Standing Order: Friendliness
AP Cost: NA
Format: FR#
Example: FR10 indicates the character has set his Friendliness Standing Order to a high level.

Friendliness is a measure of how friendly your character will act toward other characters (players or NPC's) when encountered during the game. A high setting indicates that your character is very friendly and engaging. A low setting indicates that your character is unresponsive and perhaps even hostile toward strangers. This Standing Order is used only for initial encounters with new characters.

4.2.3d Code: WP
Standing Order: Weapon
AP Cost: NA
Format: WP(Item#)
Example: WP101 indicates the character has set his preferred weapon as a knife.

Weapon tells the GM what weapon a character will attack and defend himself with. As long as the character possesses the stated weapon, he will use it during combat.

***4.2.3e Code:** HO
Standing Order: Honesty
AP Cost: NA
Format: HO#
Example: HO10 indicates the character has set his Honesty to a high level.

Honesty is a measure of just how honest your character is. Honesty ranges from 1 to 10. A high Honesty indicates that your character follows the letter of the law and will not knowingly break a law or moral principle. A low setting however indicates that your character will flagrantly disobey laws when it is to his advantage and if he believes he can escape the consequences.

***4.2.3e AR**
Standing Order: Equip Armor
AP Cost: NA
Format: AR#
Example: AR(150) indicates the character has put on a suit of leather armor.

Equip Armor is used to equip a suit of armor that the character currently has in his inventory.

4.2.4 MISCELLANEOUS ORDERS:
4.2.4a Code: XF
Action: Transfer Item
AP Cost: NA
Format: XF(Item#) TO (Character #)
Example: XF101 TO 2001 indicates the character is giving a knife to character# 2001.

This order allows the character to transfer an item to another character.

4.2.4b Code: CO
Action: Change Occupation
AP Cost: NA
Format: CO (New Occupation)
Example: CO (Politician)

This order informs the GM that your character is changing his stated Occupation.

4.2.4c Code: DR
Action: Drop Item
AP Cost: NA
Format: DR (Item no.#)
Example: DR (102) indicates that character is dropping a dagger.

Use this order to drop things from your character's inventory. Once dropped, the item is lost. If you wish to retrieve the item later, you should use the XF order.

4.2.4d Code: EQ
Action: Equip Item
Rescinded: Use WP to equip a weapon or AR to don armor.

4.2.4d Code: PM
Action: Post Message **AP Cost:** NA
Format: PM (message)
Example: PM (Saul, Meet me in Soult Tet at the Bitter Root Inn. Rathar)

Use this order to post a message in an Inn or Town Notice board for other players to read.

***4.2.4e Code: VS**
Action: Visit Store
AP Cost: 5
Format: VS(city name)
Example: VS Soult Tet indicates that the character is seeking out a store and inquiring about prices and items available.

Visit Store is useful in obtaining a list of available items and prices in a given town.

***4.2.4f Code: OB**
Action: Observe
AP Cost: Variable
Format: OB(Target),(Actionpoints)
Example: OB3001,10 indicates that a character is studying player# 3001 for 10 Action Points

Observe is used to study other player-characters and non-player characters to learn more about them. Depending on your Perception and the number of Action Points committed, you can get an indication of a character's attributes, inventory and activities.

***4.2.4g Code: JG**
Action: Join Group
AP Cost: 5
Format: JG(Group#)
Example: JG(9001) indicates that a character is joining Group#9001

Use this command to join a group. You can only join a group that has already been created with the FG command by you or another player. See the remarks on groups for further details.

***4.2.4h Code: FG**
Action: Form Group
AP Cost: 5
Format: FG(Group Name)
Example: FG(Marauders) indicates that a character is forming a group named Marauders.

Form Group is used to create a group that other players can join. The player issuing the command also creates the group name. A group number will be assigned by the Game Moderator. See the remarks on groups for further details.

***4.2.4i Code: SR**
Action: Start Rumor
AP Cost: 5
Format: SR(45 character message)
Example: SR(The Emperor is dying from a strange disease.)

SR is used to spread rumors. To spread a rumor you must first Visit a Tavern (VT). Once in a tavern you can spread a rumor. Once a rumor is started it stays on the board until it is knocked off by other rumors. There is a chance your rumor will spread to other taverns and cities.

***4.2.4j Code: BI**
Action: Buy Item
AP Cost: NA
Format: BI(Item Number)
Example: BI(150) indicates a character is attempting to buy a suit of leather armor.

Use Buy Item to purchase items in stores and cities. The item cost will be deducted from your On-Hand funds. You must have enough money On-hand to cover to expenditure or the action will be wasted.

***4.2.4k Code: FO**
Action: Forage for Food
AP Cost: Varies
Format: FO(Action Points)
Example: FO(25) indicates a character is spending 25 AP's foraging for food.

Forage for Food is useful in wilderness areas to replenish Provisions. Success depends on the terrain, Character Attributes/Skills and the number of Action Points spent.

***4.2.4l Code: EX**
Action: Explore Area
AP Cost: Varies
Format: EX(location)(Action Points)
Example: EX(dungeon) 25 indicates a character is spending 25 Action Points exploring a dungeon.

***4.2.4m Code: PD**
Action: Perform Duties
AP Cost: Varies
Format: PD(Action Points)
Example: PD25 indicates a character is attempting is spending 25 Action Points peforming the inherent duties his political office.

Perform Duties is a specialized action for characters who hold a political position or office. Committing AP's to this action allows the character to take care of the basic responsibilities of his office and keep his Rating at adequate levels.

***4.2.4n Code: WD**
Action: Withdraw Funds
AP Cost: NA

Format: WD(Amount)
Example: WD(150) indicates a character is withdrawing 150 SR's from his Varder Hall account.

Withdraw Funds is used to withdraw money from a character's Varder Hall account. The character must be in a city or town to issue this command.

***4.2.4o:** TF
Action: Transfer Funds
AP Cost: NA
Format: TF(Amount) to (Character#)
Example: TF(25) to 3001 indicates a character is transferring 25 SR's of his On hand funds to Character#3001

Transfer Funds is used to transfer money from one character to another. Both Characters must be in the same location in order to make a successful transfer.

***4.2.4p:** DC
Action: Dispatch Courier
AP Cost: 5
Format: DC(Destination) (Message)
Example: DC(Soult Tet) (Bandar, Do not Leave until I arrive! Trag)

Dispatch Courier is used to post messages in taverns of other cities and villages. The standard cost is 25 SR's for the service. There is a chance the courier will fall prey to mishap and that the message will not be posted.

***4.2.4k Code: SI**
Action: Sell Item
AP Cost: NA
Format: SI(Item Number)
Example: SI(150) indicates a character is attempting to sell a suit of leather armor.

Use Sell Item to sell items in stores and cities. The selling price will be added to your On-Hand funds. Note: you can sell pelts taken from slain creatures.

Odds N Ends

Varder Halls

As stated in SHADIS #6 characters can deposit their money for safekeeping in Varder Halls. When a character makes a deposit, the Varder Hall Master appraises the worth of the deposit, deducts a 5% fee for his services and issues the character a Varder Hall document complete with a wax seal. This document states the value of the deposit and the Varder Hall Master will pay off the document to anyone who presents it. Varder Hall documents have incidentally become a form of currency. Document holders traveling abroad can sell their Varder Hall documents to someone else. The buyer usually gets a standard 20% discount on the value since he is taking a risk that the document has not been forged. Remember that your Varder Hall savings exist only on paper. If you loose your Varder Hall documents you have lost your savings. Note: previously these documents were not listed on a character's inventory. In the future, Varder Hall Notes will be listed. Notes can be transfered to other characters, stolen, etc.

Groups

Characters may opt to join a group. Groups can be formed and disbanded at anytime. First one player must issue a Form Group order. The new group is given a name and an identification number. Once formed, other players can join the group. As long as your character is a member of a group you have lost control of that player until you quit the group. The designated group leader issues orders for the group and all members of the group follow suit.

For example several players may feel that Player X is getting too powerful and needs to be brought down. No single player feels confident in attempting to do this so a group is formed. By forming a group player's attributes and combat ratings are temporarily pooled. The group then moves as a single unit and attempts to fulfill it's objective. Once the objective has been reached players are free to disband the group, temporarily or permanently and continue with individual actions.

Exploring Dungeons

Dungeon exploration is handled in a rather abstract manner. First a player must locate the dungeon's location. He then submits an Explore order indicating the amount of Action Points expended in exploration.

When the turn is processed the character's turn sheet will read something like this;

Action: EX(Mines near Teron)25
Treasure Acquired: 50 SR's
Items Acquired:
Long Sword, Normal
Ring, Heroic Strength
Scroll, Loacate Relic
Encounters: 5 **Combat:** 3 **Health:** 58%

This tells you that after 25 AP's of exploration your character emerged with treasure and several items that looked interesting enough for the character to pick up.

This player had five random-encounters, three of which resulted in combat. The player emerged from the Dungeon with 58% of his health remaining.

Let the Games Begin:

We've planned many events that will take place within the Alderac PBM Campaign. These consist of various tournaments for characters and/or groups to compete in. In addition we are inviting several game companies to design and place dungeons in the remote regions of Alderac. These dungeons will be stocked with 'REAL' prizes such as games and new products. We've kicked this program off ourselves by placing free subscriptions and free Alderac Group products in the Lair of Endar. Where is it located? Here are some clues to get you started;

- Where the sun is baked hard, Lord Endar carved his lair.
- Four Rocks warn passer-bys not to tarry. Best to move on.

Good Luck!

• 10,000 SR PRIZE •

THE GROD'MANDRE, LARGEST ARENA IN THE EMPIRE IS NOW COMPLETED AFTER FIFTEEN YEARS OF CONSTRUCTION. THE EMPEROR SAGEEM HAS ANNOUNCED THAT THE ARENA WILL BE INAUGURATED ON TURN 10. A CALL TO WARRIORS AND MEN OF COURAGE. THE EMPEROR IS GRATIOUSLY OFFERING 10,000 SERTI TO THE VICTOR OF THE GAMES. TOURNAMENT SHALL CONSIST OF MAN-TO-MAN COMBAT, SINGLES AND TEAMS. TO ENTER, REGISTER AT A LOCAL TAVERN BY TURN 6.

LOST SOMEWHERE BETWEEN ABOS AND SOULT TET?

Hmmmm...an Alderac Atlas™ would sure come in handy about now. Not only does it come with 16 complete maps, but it also has a detailed index of land features and settlements, including populations! Completely compatible with the Alderac Play-By-Mail Campaign. Only 32 SRs each! (That's six bucks to you and me!) Available only from the source, The Alderac Group.

Tolkien Centenial!!

1992 marks the 100th Aniversary of the birth of J.R.R. Tolkien. No one would deny the impact his works have had on the Fantasy genre. More than one GM has tucked a 'Smaug' away in some dark cavern or a 'Gandalf' in a lofty keep. During my first six months of role-playing I rarely left the house without a copy of Tolkien in my bookbag.

In 1937, as Adolf Hitler gathered power and the economies of the world were collapsing, J.R.R. Tolkien, an Oxford University professor was publishing his first book about a land of fantasy and magic. The Hobbit was not well received when it was initially released and was generally thought of as a mere children's book. Tolkien's colleagues frowned on the book, beleiving that 'fantasy' was beneath a man of his talents and great learning. Other critics complained that the characters were two-dimensional. Although Tolkien himself firmly denied it, some critics claimed the Lord of the Ring triology was little more than thinly disguised metaphore of Nazi Germany. (In Tolkien's defense, the basic elements of his triology were forumulated long before Hitler had even forged the Nazi Party.)

Tolkien's works, however, have weathered the elements and the critics. It is now generally accepted that The Hobbit and The Lord of The Rings Triology are classics. The gentle professor who received so much flak from his fellow educators would probably be amused that many college campuses now offer classes devoted entirely to his works.

Tolkien's books became cult-classics during the 60's on campuses around the world. Since that time the book shelves have been filled with calendars, maps, reference books and games.

I recently came across a list of Tolkien societies and thought that some of our readers might be interested in contacting them. With the hundredth anniversary of Tolkien's birth upon us, you can be sure these groups are planning special events.

The Mythopoeic Society.

This is the oldest Tolkien interest group in exisitence. An international, non-profit literary organization, it is devoted to the study of works by Tolkien, as well as C.S. Lewis and Charles Williams. For more information wrtie to; Mythopoeic Society, P.O. Box 6707, Altadena, CA 91003

Knossos

This is a discussion group affiliated with the Mythopoeic Society. For information write to John Epperson, 3202 Wellington Rd, Alexandria, VA 22302

Elvish Linguistic Fellowship

This organizaiton of linguists is for those serious fans of Tolkien who study and learn Tolkien's invented languages (And I thought Latin was a dead language! Heavy-stuff.)

Write to Carl Hostetter, 2509 Ambling Circle, Crofton, MD 21114

American Tolkien Society

This is an educational non-profit organization dedicated to the appreciation of Tolkien's works. The society functions as a source for Tolkien-related information and speakers, and sponsors annual "Hobbit Day" and "Tolkien Week" activities. Write to American Tolkien Society, P.O. Box 373, Highland, MI 48357-0373

If you know of any other obscure organizations that might be of interest to our readers let us know and we'll post them in Bits & Pieces.

J.R. Blackburn

Lost Souls!

Marquee Press has released a new RPG system called "Lost Souls". Lost Souls allows players to enter the afterlife as a lost soul striving to collect karma. "With daring and wit, they'll be reborn to higher beings. But if they lose their Will to Live too soon, they may come back as pond scum."

Lost Souls builds upon Marquee Press' well-received "Legendary Lives" RPG system. The 120 page manual sports a catchy illustration by Rob Alexander and runs for $12.95.

You can learn more about "Lost Souls and other Marquee Press products by writing to Marquee Press, 14314 SW Allen Blvd., Suite 400 Beaverton, OR 97005.

B.A. Felton

VIRTUALITY MEETS BATTLETECH

At the $1.2 Million BattleTech Virtual World Center in Chicago, players get a feel for futuristic warfare. You squeeze into a cockpit and appear on screen as a 30-foot high robot tank to be maneuvered against opponents in other robots. Cost? Try $7.00 bucks for ten minutes of heavy action. SHADIS will be featuring a series of articles on Live-Role-Playing, including the new Virtuality (ala The LawnMower Man) technology. If you have experienced BattleTech first hand, how about letting the rest of us know what it was like.

J.R. Blackburn

PALLADIUM BOOKS STEAMS AHEAD!

In the midst of a bad economy Palladium Books appears to be going strong. The company announced that they sold 50,000 copies of the **RIFTS** system the 19 months since its release.

Over 100,000 copies of **Robotech** have been sold and 150,000 copies of **Teenage Mutant Ninja Turtles.**

Rifts fans will be pleased to learn that Palladium has several supplements in the works. **Rifts Sourcebook Two: The Mechanoids** and **Rifts Atlantis.**

Also planned is a **Rifts Calendar** and the **Rifts Super Kit** which contains character sheets, GM shield, adventure and other surprises

J.R. Blackburn

ALDERAC ATLAS SERIES LAUNCHED!

The long promised Alderac Atlas Series was finally released in January. The first two books of the series are available now, Sector D7 and Sector D6.

Each book 50 page booklet details a 1,000 square mile area of the Alderac Milieu. The Atlases can be used by players of the Alderac PBM Game to plan their moves or by Game Masters to place their campaigns. Fans of the Alderac Anthology can track their favorite characters. A new release in the series is expected every other month. (Sector E7 which details the kingdom of Kaldez, will be released July 1st!). There are plenty of copies of D7 currently in stock. However, Sector D6 is temporarily sold out. An additional printing of D6 will be available April 15th. If you ordered D6 and haven't recieved your copy yet, you can expect one by this date.

Artwork by JANET DUPUY © 1992

WAR! WAR! WAR!

This latest development occured just as we were about to go to press. After several weeks of heated reprisals from both sides, the Emperor Sageem has officially declared war on Kal Dez. In a speach given before the Bin'Parta, Sageem announced that the Emerald Fleet has been dispatched with orders to destroy any Kal Dezian ships, both civilian and military, encountered. At the same time he appointed Enslar Das'Main as the new Varnen Patrell (General) of the 15th Varnen Caras. The 6th Varnen Caras is currently stationed in Barcen In an effort to bolster the ranks of the 6th Varnen Caras, the Emperor Sageeem has put out a call-to-arms. Players interested in joining the 6th Varnen Caras will find an Imperial Legion Registration form in this issue.

❑

The MARKET PLATZ is a meeting place where readers pass along information, barter, trade and gossip. Readers are invited to place classified ads, announce group meetings, seek out other players etc.

Subscribers may place classified ads free of charge with a limit of one ad per issue and a maximum of 25 words. Non-subscribers can place ads for 10¢ per word with a limit of 25 words.

Convention announcements, group meetings and public service notices can be placed free of charge.

Ads will be placed on a first-come-first-serve basis with Subscribers having priority.

CLASSIFIEDS

WANTED
The board game Frontier Six! or information on how to obtain a copy.
Write c/o this magazine.

WANTED
Original or photo-copy of SHADIS no.#1
Please contact
Chris Ganshaw, 22 Mid Place
Bohemia, NY 11716-1904
(516) 563-3977

WANTED
Mint Copy of SHADIS NO.#1
I need it more than you do! Will pay for your subscription to SHADIS in trade. Please write to
Mark Bannister, 75 Garden Court #C5,
San Francisco, CA

WANTED

The artist of the *Joe Genero* comic strip. We've lost touch with this person and need to get in touch with him. We're out of Joe Genero material!! Last known location was Cinncinati Ohio. We don't know the name of the artist but the strips were passed to us through Phil Cherry, formerly of the Wanna Play? game store. Any information leading us back to the artist will be rewarded with a SHADIS T-Shirt.

COLLECTIBLE FOR SALE
Framed 8x10 B&W autographed photo of Van Williams in the role of TV's
THE GREEN HORNET
$50.00 Contact Editor

CANDY CORN FANGED MONSTER, LOOKING FOR LOVE. PREFER MATE WITH CAT LIKE QUALITIES

This is to inform the Drexel Coalition that your lease on all territories west of the Mississipi is now expired and hereby terminated. Let it be known that the Bannister League now rules said territories. Make all tax payments to our league and disregard notices from Drexel. Citizens of the Land you are liberated!!

PBM CONTACTS

Whoever beaned my character and stole my money is a gutless worm!! Hagus (3056) is looking for revenge. Anyone who knows which player character is guilty please contact me through the Alderac PBM campaign. 50 SR reward. (The crime occured on turn 3 in the city of Soult Tet).

WARNING
There is a gang of cut-throats and thieves forming in the city of Abos. Their only intent is to rob and kill player characters. I believe they are going by the name of THE APOCOLYPSE! Anyone wishing to form a gang to rid the world of these scum should meet me (3071) in the town of Farrel (northeast of Soult Tet). From there we can ride to Abos and eradicate this festering disease!!

HELP
I've found an entrance to the caves beneath Soult Tet but it is apparently sealed by magic. I have other information and will share in exchange for your information. A mutual-protection pact is also desired. There seems to be a fair amount of player thieves in this game. I will be visiting the Parched Frog in Soult Tet every turn. Leave message.

Looking for Player-Character with political and/or military clout. (or with plans to move in that direction) Risk involved w ith possibility of great rewards. Go to FARRELL and watch for a 'red' signal. (The Forest has eyes!)

I have a theory that the Game Moderator is a 'mere mortal' such as ourselves. I peaked behind a curtain in the forest and caught a glimpse of him at the computer keyboard. Somebody yelled "Pay no attention to that man behind the curtain" and I blacked out.

Mississenewa River Rat Convention
To be held in Soult Tet on Turn 10. Be there or be pronounced an enemy! Bring your own. Rendova lives! Long live the Rats!! (The Cat Sacrifice will not be held this year but Brick will do his fertility dance)

With a blood-curdling scream Tardus bursts onto the Alderac scene. Be afraid! Be very afraid!! Tardus will be the next Emperor. Be sure to bow before me when you cross my path!! (Sometimes groveling and whimpering stirs my heart and I render a quick kill rather than a slow one.)

ORGANIZATIONS

Have you heard the senseless accusations?
"Gaming is Satanic",
Gaming causes drug & alcohol abuse"
"Gaming causes violent crime"
"Gamers are a secret cult which dabbles in the occult and make unholy sacrifices"?
WE SAY IT'S A BUNCH OF HOOEY!

If you are tired of right-wing fundamentalist disinformation slandering you and your hobby, maybe it's time you joined CAR-PGa.

The Committee for the Advancement of Role-Playing Games is an international nonprofit organization of gamers like you who want to advocate the hobby to the public as fun, healthy family entertainment.

SAY NO TO CENSORSHIP!!

There are many organizations working hard to outlaw RPGs, live role-play, paintball games, video games and other innocuous hobbies. Their aim is to control the "acceptable" forms of entertainment in the world, and consequently, you!

We need your help; we need researchers, talented individuals, and professionals (such as police, educators, clergy, and doctors) to assist us in our efforts. We need *YOU*. For more information, please send 52¢ US postage or an IRC for our free information kit & application for membership; write to:

CAR-PGa Inc. International HQ
Attn: Free Information Request
111 E. 5th, Bonham, TX 75418
(903) 583-3218 (Hrs 9-5 Central)

OTHER RAGS

SELF PUBLISHER
Devoted to small press/self published materials. New Releases, Reviews, Cartoons etc.
Send: 75¢ for sample copy to:
Dimestore Stories Productions
P.O. Box 360041
Strongsville Ohio

EGG
Experimental Game Group
Newsletter devoted to new game ideas. Features articles and rules on 'game philosophy'. Matrix-Games, Miniatures, RPGs etc.
Send $7.00 for yearly subscription to:
Chris Engle
209 N. Clark
Bloomington, Indiana 47408

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A quarterly magazine of fantasy, science fiction and horror.
Send $18.00 for years subscription or $5.00 for singe issue (postage paid) to:
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Rt. 2 Box 260-B
St. Matthews, SC 29135

THE SCROLL
Publisher: Sage Lore Productions, Inc.
Editor: Bob Anderson
A quarterly magazine devoted to role-playing games. Covers both fantasy and sci-fi.
Yearly Subscription is $10.00
Write to:
Sage Lore Productions, Inc.
P.O. Box 14616
Portland, OR 97214

SILVER GRIFFIN
$2.85 per Issue.
Subscription rate: $20.00
Editor: Delvin Janax
Covers role-playing games, fiction etc.
Write to:
P.O. Box
1751
St. Paul MN 55101

HIT POINTS
Publisher: NAARP, INC.
Editors: Janet & Roger Carden
Price: $15.00/year
The Newsletter of NAARP. Packed with useful game info and articles. NAARP is a Non-profit organization dedicated to promoting role-playing games. A very good read and highly recommended.

Write to:
NAARP
P.O. Box 2752
Chapel Hill, NC 27515-2752
or call:
(919) 967-9173

THE GAME ORACLE
A bi-monthly publication with RPG articles, game reviews and columns on PBM games.
For mature readers.
Write to:
The Game Oracle
1851 N. Ivar #208
Hollywood, CA 90028
$6.00 for 6 issues (1 year)

ALARUMS & EXURSIONS
One of the oldest RPG publications in existence. Issues average 150 pages.
Write to:
3965 Alla Road
Los Angeles, CA 90066

HEXAGONE
This RPG publication hails from Canada and is published by a coalition of Quebec gaming clubs (AGJS). I'm told this publication is bi-lingual (French/English).
Write to:
C.P. 63, succ "M"
Montreal, QC
H1V 3L6; CANADA

CONVENTIONS

GAMA TRADE SHOW
April 13-16
Las Vegas, Nevada
Tropicana, Hotel
(Game Trade Only)
For information write to GEMCO, Box 867623, Plano, TX 75086
or call (214) 247-7981

GENCON/ORIGINS
August 13-16
Combined Conventions!
Milwaukee Mecca Convention Center
For information write to:
Mark Olson at TSR
or call(414) 248-3625

LUNACON '92
March 20-22
Rye Brook, N.Y.
Includes 24 hr. open gaming, RPGA tournaments, and SF Convention.
$35.00 at the door.
Write to:
Lunacon'92, P.O. Box 338, New York NY 10150-0338 or call: (908) 721-1537

DREAMCON'92
March 28-29
Sponsored by the NMSU Fantasy Club.
Held at Ophelia Parrish Hall on Northest Missouri State University in Kirksville, Mo.
Includes AD&D, Champions and Paranoia tournaments.
Write to NMSU Fantasy Club, SUB-NMSU, Kirksville, MO 63501-4998; or call: (816) 785-5152

Editor's Wish List

SHADIS has come a long way during her first two years. Much of that success is owed to contributors who recieved little more than the satisfaction of seeing their work published and a couple of free issues.
Many thanks to those of you who contributed. Now that SHADIS is beginning to really take off, our needs are greater than ever.
Here is a brief 'wish-list' of items that our poor editor would like to see;

• Fantasy Comic-Strip. I no longer have the time to scrawl out episodes of Knights of the Dinner Table. More than a few of our readers complained that it was missing last issue. Now, it looks as though Joe Genero will cease to be. I want an on-going comic strip to grace these pages. Let's see some of your ideas. I'm even willing to hand over the Knights of the Dinner Table format to a new artist and writer.

• Mastheads and Banner Headings. With our new size and format the old mastheads are lacking in quality and appeal. If you would care to do a new rendering of an existing masthead, send in your ideas.

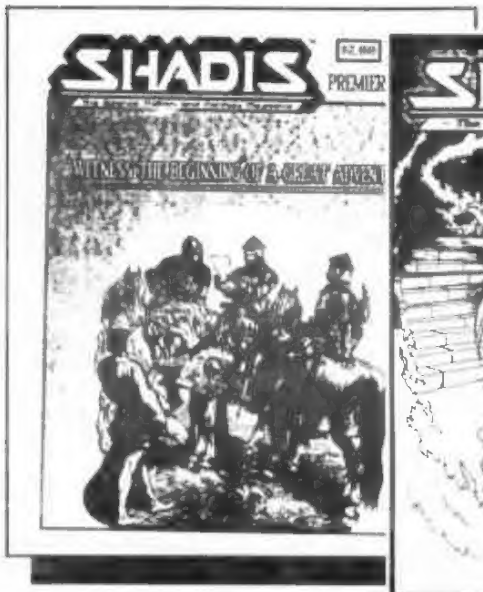
• Artwork. We're very fortunate that we have several superb artists working with us. Still, we love to see new styles and approaches. Send us some samples of your work.

• Pack Mules. Actually what I'm looking for are several reliable people who frequent conventions regularly. I need volunteers to take bundles of 'give-away' issues of SHADIS to conventions and spread them around. Volunteers would recieve free subscriptions to SHADIS and/or a SHADIS T-Shirt.

• Interaction. SHADIS has done so well because readers have taken an interest. In the past you've sent us your thoughts and complaints. With the PBM game tie-in, SHADIS in now truly an interactive magazine. I want to see this co-op spirit grow and thrive. Keep writing and communicating. You'll never know how many changes in SHADIS were as a direct result of one or more readers voicing their opinions.

• Hook, Line & Sinker Reports. Have you used a HLS scenario in your campaign? Write up the outcome and share it with us. It would be very interesting to see how various DM's built upon these seeds of adventure in their campaigns.

NOTICE
The Alderac Group is attempting to compile a directory to role-playing publications and organizations as a gamer-service.
If you know of any magazines, fanzines or newsletters that are not posted in the Market Platz,please let us know.
Keep us informed so
we can keep you informed!

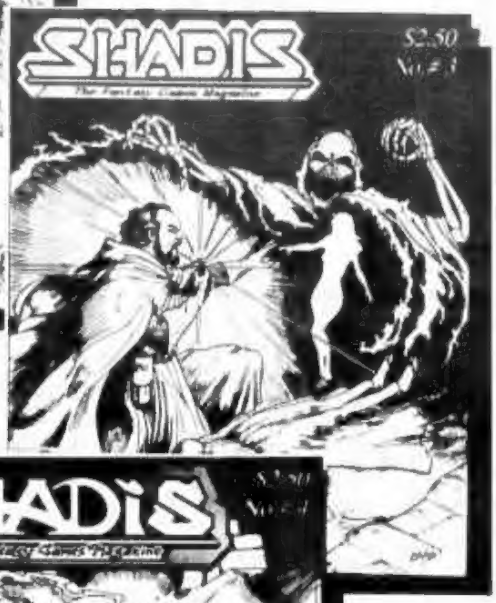


ISSUE NO.#1

SOLD OUT!

ISSUE NO.#2 - $3.50

The World Beyond Hack-n-Slash
Criminal Justice for FRPGs
Bones of Ruin



ISSUE NO.#3 - $3.50

Hungry Undead - a mini adventure
Rustlers of the Night - new monsters
Face Off! - Resurrection debate

BACK ISSUES!

GOING..

GOING..

GONE??

ISSUE NO.#4 - $3.00

Delving Into the Greater Magicks
a new magic system for AD&D
Gary Gygax Interview

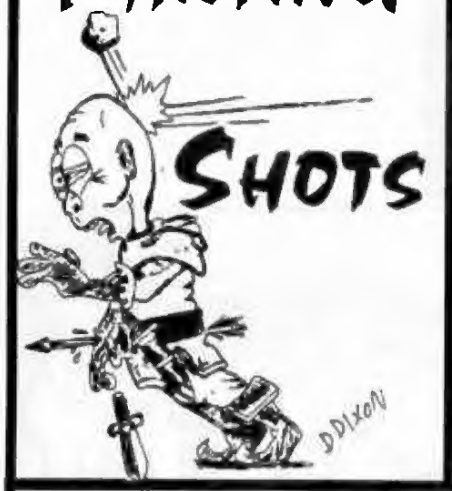
ISSUE NO.#5 - $3.00

Plying the Trade Routes
a system for maritime trade in FRPGs
Kevin Siembieda Interview

ISSUE NO.#6- $3.50

Alderac the PBM GAME RULES
MATRIX GAMING
FULL COLOR MAP

PARTING SHOTS



"Oh yeah? My Flesh Golem can beat your Clay Golem anytime!"

THE ADVENTURES OF **JOE GENERO**™

THIS MONTH:

HOW FAST DOES JOE RUN?

CHAMPIONS & TRAVELLER 10 mph

GURPS 12 mph

AD&D: 1.3 mph

In **CHAMPIONS**, not only can Joe survive a **dynamite explosion** in the mouth, but he'll probably recover from shock in **24 seconds**.

Corrections:
From Last Episode
It takes 12 punches to kill someone in AD&D;
Elapsed time: 12 minutes

In **SHADOWRUN**, an imbalanced object thrown or dropped by Joe will deviate by 14 meters, regardless of distance thrown.

More Fun with High-Explosives!
Also in **CHAMPIONS**, Joe could hold eight sticks of dynamite and recover from the blast in less than 1 minute.

In **MEKTON**, an average man can decapitate Joe with a 25% chance of success. (Actually, it's a 12.5% chance that his head is cleanly severed and 12.5% chance that it breaks into tiny pieces)

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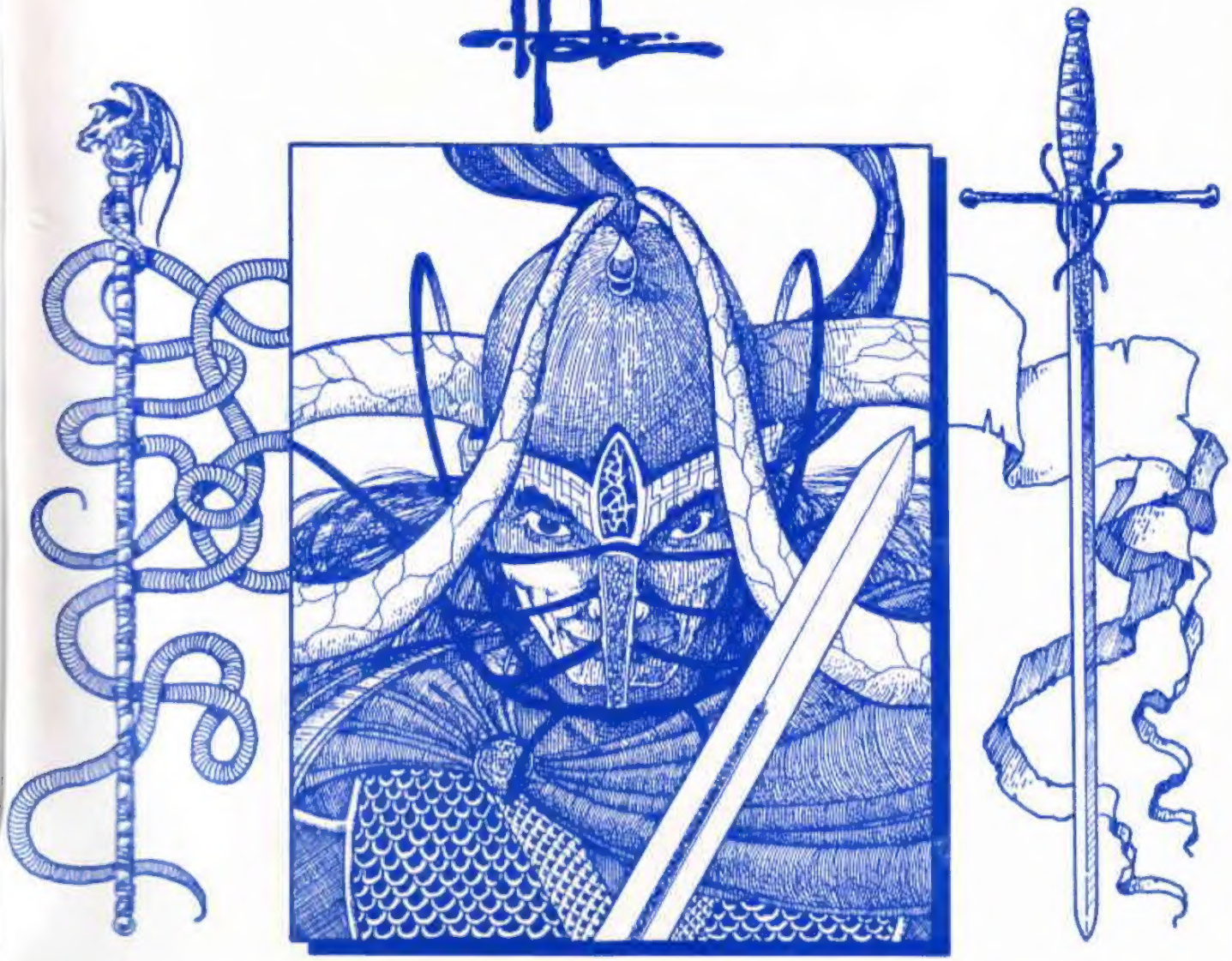
WARLOCKS & WARLORDS

Fantasy Art Cards by



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Member Association of Science Fiction and Fantasy Artists ©1992 Bob Hobbs Illustrations

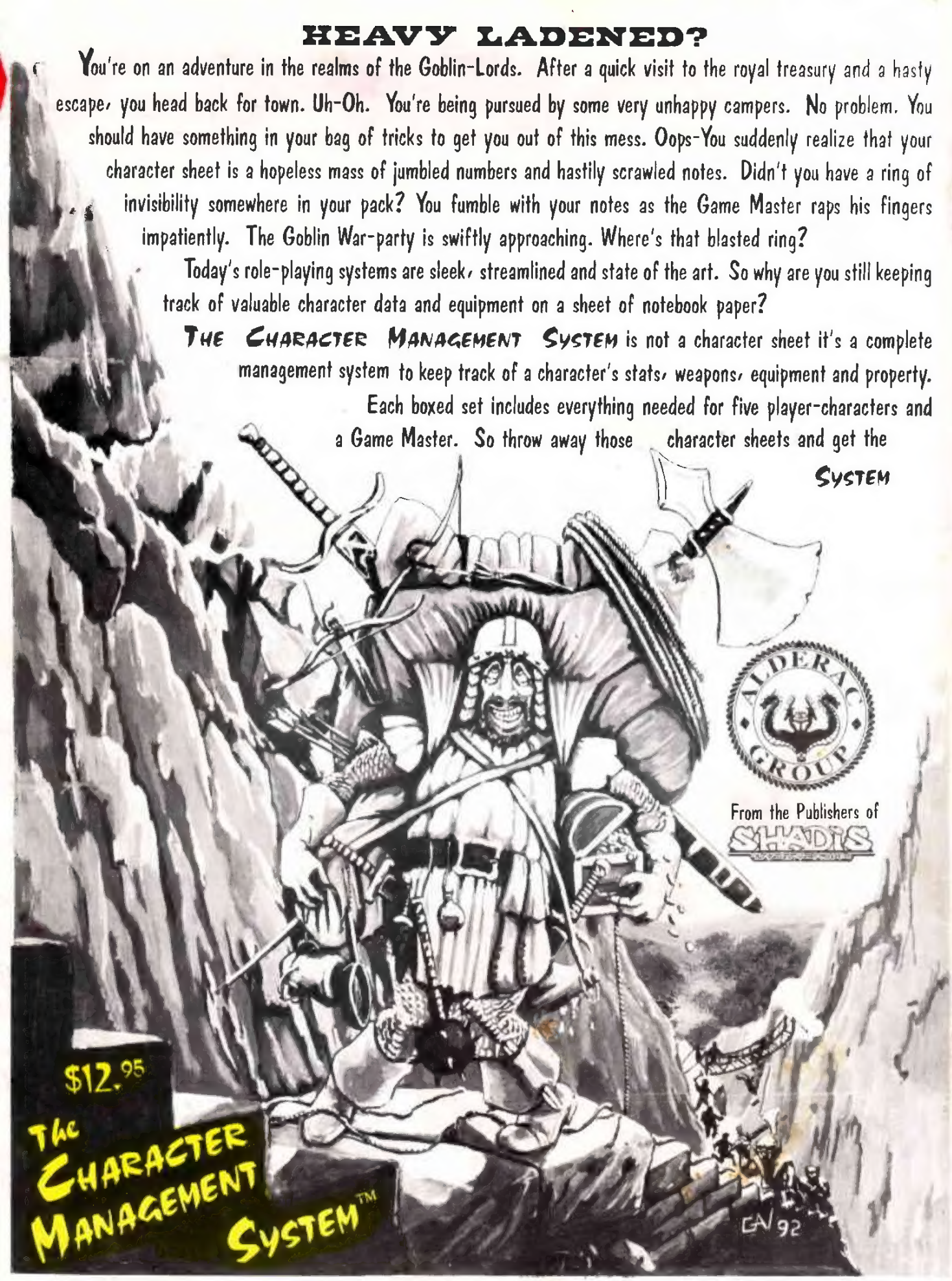
HEAVY LADENED?

You're on an adventure in the realms of the Goblin-Lords. After a quick visit to the royal treasury and a hasty escape, you head back for town. Uh-Oh. You're being pursued by some very unhappy campers. No problem. You should have something in your bag of tricks to get you out of this mess. Oops-You suddenly realize that your character sheet is a hopeless mass of jumbled numbers and hastily scrawled notes. Didn't you have a ring of invisibility somewhere in your pack? You fumble with your notes as the Game Master raps his fingers impatiently. The Goblin War-party is swiftly approaching. Where's that blasted ring?

Today's role-playing systems are sleek, streamlined and state of the art. So why are you still keeping track of valuable character data and equipment on a sheet of notebook paper?

THE CHARACTER MANAGEMENT SYSTEM is not a character sheet it's a complete management system to keep track of a character's stats, weapons, equipment and property. Each boxed set includes everything needed for five player-characters and a Game Master. So throw away those character sheets and get the

SYSTEM



ALDERAC GROUP

From the Publishers of SHADIS